



Facility Clock Training Aid

Thank you for joining the Metro West Force Timekeeper Team!

We appreciate that this can be a big job and that there can be a lot of pressure behind it. But we want you to know that we are here to help, and we want to make things as easy as we can for you.

Did you know that as a Timekeeper, Hockey Canada rules consider you Game Official? No different than a Referee or a Linesman.

This means that no one is allowed to come to the booth and challenge anything with you except the Referee or the Linesman. You are simply recording what information they are telling you and that is the only thing that you can record.

If you have any issues or problems with anyone, please let the Referees know (at the time) and advise the Timekeeper Coordinator (After the game).

In this package we have included a timekeeping aid to help with recording things. We understand that everyone will get used to things in their own way. Until that happens, we don't want you to get swamped during a game. This is what we would recommend you do to start.

- Print the Timekeeper Aid and bring copies to the rink when you are assigned a game.
- Before the game starts, make sure both team have signed off on their roster. If they don't you can't start the game in GrayJay. If this is a computer problem, don't worry. Write everything down, we can put it in later as long as we have the information. Don't stress!
- We there is a goal or penalty, write it down first. You can always record it in GrayJay later.
- We have included images of the clock systems. It can be hard to check out before the game and there is usually not much time. We have included the locations and the instructions for each computer. Check it out before you get there. You will thank yourself.

Just be aware that we like to play music at our events. **IF** you are comfortable, you can do music as long as it is appropriate (radio edit and not abrasive). Some parents also like to do it. The main thing is that you are comfortable with them being there. Your job as a Timekeeper comes first and foremost.

Most importantly, have fun! We need you!

Thanks,

Metro West Force Executive

## GAME CLOCK – 4 Pad / RBC



We are lucky with this clock. All of the instructions are listed on the Computer.

GAME CLOCK – Centennial / SMU



Please see next page for instructions.

#### To run the game:

- To start the time, press the circular green **Run** button
- To stop the time, press the circular red **Stop** button

**IMPORTANT:** In order to enter any information, the screen must be flashing. If there are no flashing spaces on the display screen, your action has timed out and you must restart the process.

#### To set the time:

1. Press the red **Game Time** button
2. When the space in the centre box of the screen display starts to flash, type in the specified minutes. I.e. A 3 minute warm-up would be '03'. Press the bright blue **Enter** button
3. The flashing digit will now be in the seconds section. Type in the desired amount of seconds and press **Enter**, or press **Enter** if the seconds will be '00'
4. The flashing digit will now be in the milliseconds section. Type in the desired amount of seconds and press **Enter**, or press 'Enter' if the seconds will be '00'
5. The flashing digits will now be under *Period* in the centre box of the display screen. Enter the correct period number then press **Enter**

#### To set the period:

- If you ever need to change the period number without resetting the time, simply press the green **Period** button
- The number under *PERIOD* in the centre box of the main display will start to flash
- When the screen starts to flash, input the correct number and press the bright blue **Enter** button

#### To set the score:

1. For goals, press the dark blue **Home Score** button or the yellow **Guest Score** button
2. The number under either *HOME* or *GUEST* will start to flash on the display screen
3. While the display screen is flashing, change the score using the numbers and press the bright blue **Enter** button

#### To set a penalty:

1. For penalties, press the dark blue **Home PEN** button or the yellow **Guest PEN** button
2. For the home team, the first available slot under *PENALTY* on the left-hand side will start to flash; for the home team, the first available slot under *PENALTY* on the right-hand side will start to flash
3. While the display screen is flashing, type in the number of the player serving the infraction using double-digits. I.e. If #8 is serving the penalty, type in '08', then press **Enter**
4. The display screen will now be flashing for the penalty minutes. Type in the minutes to be served for the penalty. I.e. for a minor penalty type in '2' and press **Enter**
5. The display screen will now be flashing for the penalty seconds. Type in the seconds to be served for the penalty and press **Enter**, or simply press **Enter** if the seconds are going to be '00' and press **Enter**

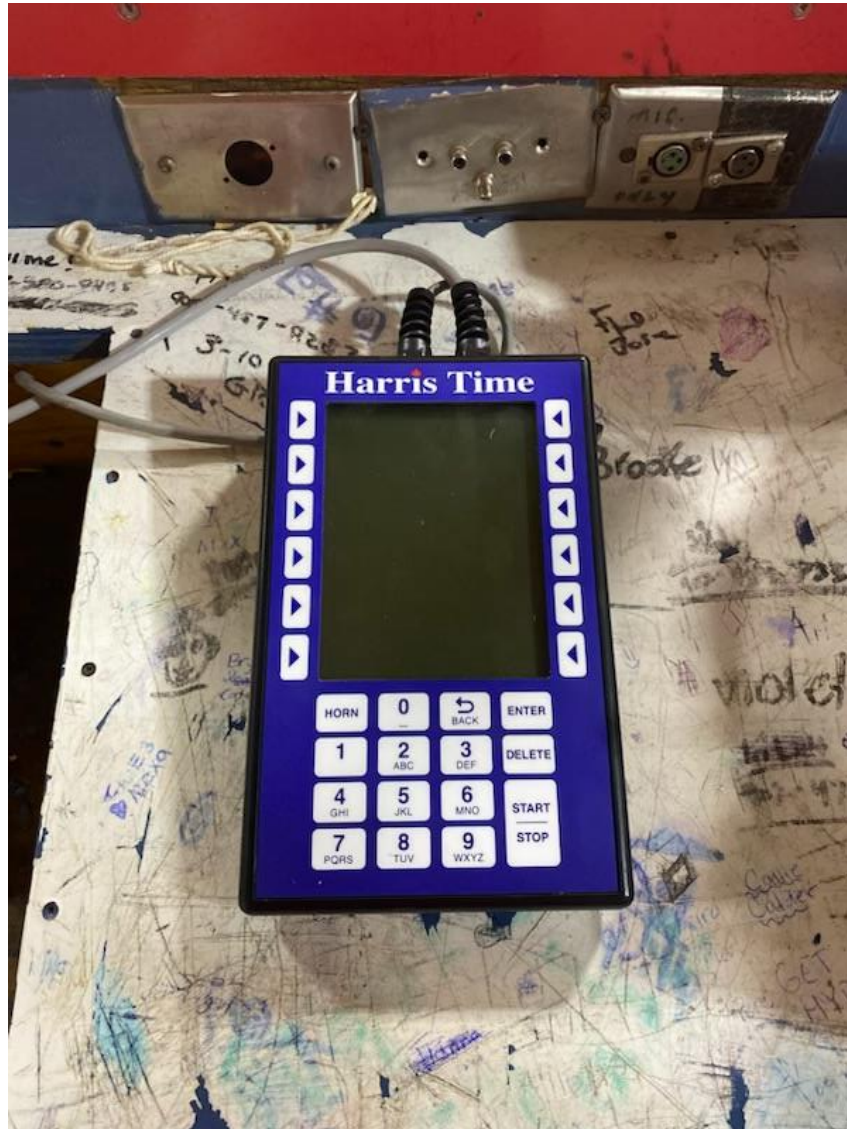
**To clear a penalty:**

1. Press either the dark blue **Home PEN** button or the yellow **Guest PEN** button until the penalty you want to clear is flashing on the display screen
2. While the screen is flashing on the player number who received the penalty, press the bright blue **Clear** button

**To edit a penalty:**

1. Press either the dark blue **Home PEN** button or the yellow **Guest PEN** button until the penalty you want to edit is flashing on the display screen
2. While the screen is flashing on the player number who received the penalty, press the bright blue **Enter** button
3. The minute section of the penalty will now be flashing. If you would like to change the minutes, type in the new minutes and press **Enter**
4. The seconds section of the penalty will now be flashing. If you would like to change the seconds, type in the new seconds and press **Enter**

### GAME CLOCK – LeBrun



If the sound speakers do not work, ask the ice attendant. It can be unplugged in the office.

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## HARRIS TIME SCOREBOARD

### HOCKEY TIMEKEEPER CONTROL PANEL INSTRUCTIONS

Turn ON the right side switch to power up the controller, if the home screen is blank.

A welcome screen will indicate the type of sport, scoreboard type and software version.

The next screen will allow for the resuming of the current game or setting up a new game.

If the home screen is not blank, and a new game is ready to start, Press the [ < BACK ] key followed by the {YES} arrow, then press {NEW GAME} arrow.

If the period time duration needs to change, as in 10-10-15 or for time correction, press the {GAME TIME} arrow, enter the new period time, followed by the [ENTER] key.

[<-BACK] is used to return to the last entry. OR to return to the Home Screen.

Pressing the {PENALTY START} arrow will toggle penalty countdown from START to STOP to help ensure penalty duration is more accurate during run time operation.

Pressing the {PENALTY} arrows will provide a menu to display or remove a penalty:

{ADD} allows for preset times or custom times, followed by [ENTER].

{EDIT} allows for adding or subtracting the time of a penalty.

{COINCIDENTAL} allows for the display of a penalty to both teams at the same time.

Pressing the {MISC} arrow will provide a menu for setting up:

{TOD} is entered in a 24 hour format.

{DATE} Month, Day, Year

{WARMUP INTERM} enter 0300 for 3 minutes followed by [ENTER] for immediate start.

{INTERVAL HORN} must be greater than 10 seconds duration.

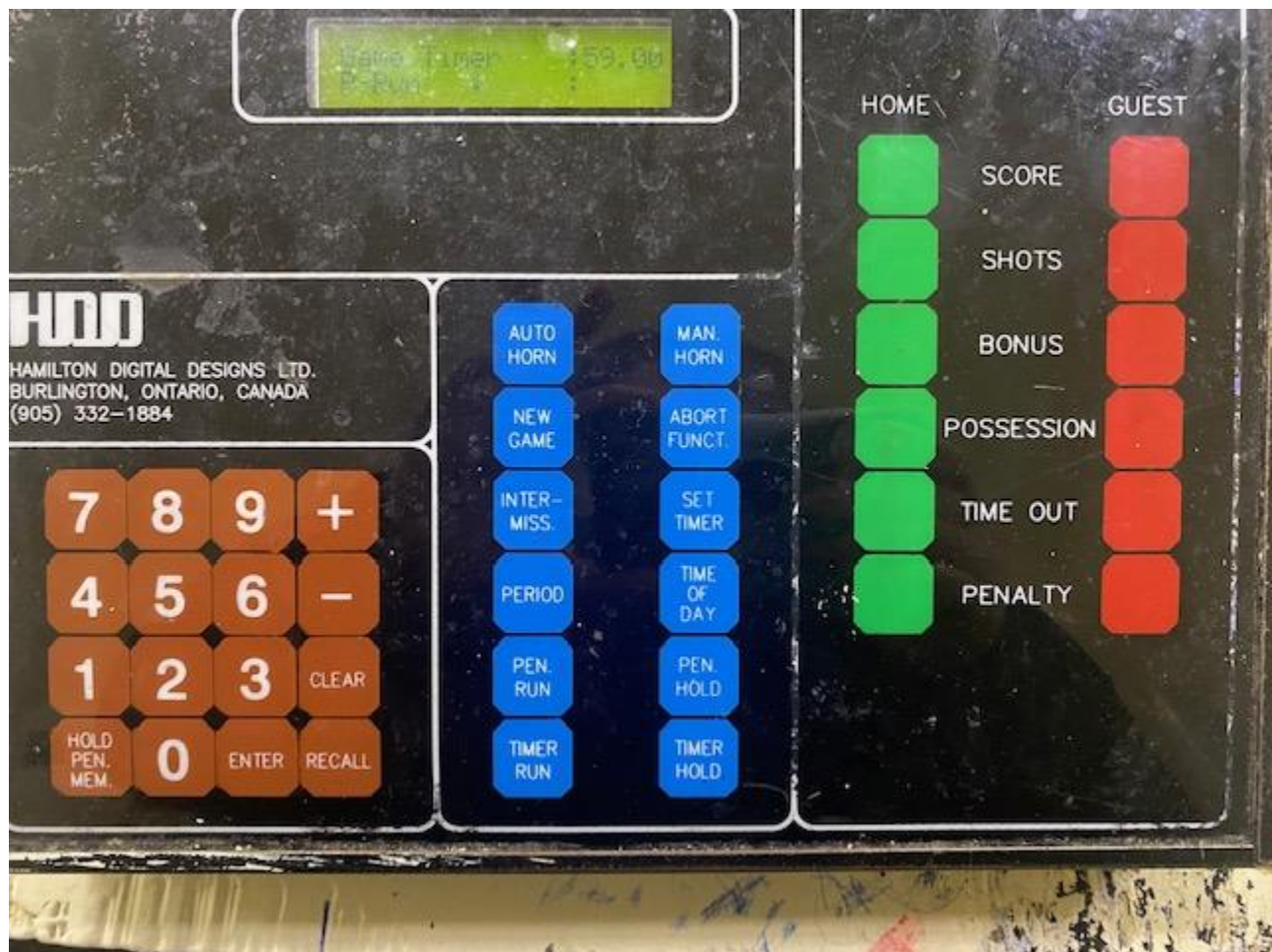
{TEAM NAMES} use the keypad alpha characters. Press the [2] key three times for a C.

NOTE: Wireless control panel should be charged after the end of each game day.

When not in use, the control panel should be charged with the control panel's plug in charge adapter. The POWER SWITCH must be in the ON position to charge the control panel.

The control panel can be used with the plug-in adapter if the control panel is not fully charged.

## GAME CLOCK – Sackville Sports Stadium



Instructions on the following page. We apologize about the condition of the instructions. However this was what was left there to follow.

# Operating Instructions for Hockey Scoreboard

## Starting a Game

- 1) Press "NEW GAME"
- 2) Press "CLEAR"
- 3) "TEXT DIRECTION D" will display  
"0" will direct timing up "U"  
"1" will direct timing down "D"
- 4) "PERIOD #1" will show  
Select period desired
- 5) Press "ENTER"
- 6) "PERIOD MINS" will show
- 7) Select length of period  
Press "ENTER"
- Select seconds if required  
Press "ENTER"
- 8) Press "TIMER RUN" to start the clock
- 9) Press "TIMER HOLD" to stop the clock

## Setup a Penalty

- 1) Press the "HOME" or "GUEST" PENALTY
- 2) Defaults to "Normal Run Penalty"  
To select Special penalty press  
"HOLD PEN MEM" until desired penalty displayed.
- 3) Press "ENTER"
- 4) Type in Player Number
- 5) Press Enter
- 6) "PENALTY MINUTES" will display
- 7) Type number of minutes of penalty
- 8) Press "ENTER"
- 9) Type in number of seconds required
- 10) Press "ENTER"

## Setup a Score

- 1) Press "HOME" or "GUEST" score

## Starting another Period

- 1) Press "PERIOD"
- 2) Select period desired
- 3) Press "ENTER"
- 4) Follow Steps 6) thru 9)

## Aborting TIME OUT

- 1) Press "TIME OUT"
- 2) Press "CLEAR"
- 3) Press "ENTER"

## Run Lamp Test

- 1) Press "NEW GAME"
- 2) Press "RECALL"
- 3) Press any key to escape

## Reset Timer (GAME TIME)

- 1) Press blue "SET TIMER" button
- 2) If minutes are to be changed type in new
- 3) If minutes are not changed press "ENTER"
- 4) Seconds are now displayed  
Follow steps 1 to 3
- 5) Press "ENTER" to return to game mode

## Reset Score

- 1) Press "RECALL"
- 2) Press "HOME" or "GUEST" SCORE
- 3) Press "CLEAR"
- 4) Enter new score
- 5) Press "ENTER" to return to game mode

## GAME CLOCK – Halifax Forum



Instructions on next page. Key to remember – Toggle Switch HAS to be off to enter data.

# HOCKEY

If hockey is not the sport currently selected on the MP-70/50 or if you want to change the controller's settings for hockey, see [SELECTING AND CHANGING SPORTS](#) on page 150.

You should also verify that the controller has been programmed to use the correct scoreboard type and data format as instructed in [PROGRAMMING THE SYSTEM SETTINGS](#) on page 140.

## SPORT-SPECIFIC SETTINGS FOR HOCKEY

When you select hockey as instructed on [SELECTING AND CHANGING SPORTS](#) on page 150, the MP-70/50 offers the sport-specific settings discussed below. When you adjust these settings, the MP-70/50 stores your selections in permanent memory. Your settings become active each time you select hockey in the future.

- The sequence shown on the following pages presents you with all of the options you could encounter while programming sports-specific settings. However, these options presented to you may vary, depending upon the type of your control (MP-70 or MP-50), the version number of the firmware in your control, the two-digit board type that you've selected, or your scoreboard model. Hence, not all of the options outlined in this chapter may appear on your control.
- As you run through the following programming sequence, and you find the need to back up to a previous programming option earlier in the sequence, you can back up by selecting **SHIFT** + **8**.
- You may skip a prompt by pressing the **NEXT** key. This will advance you to the next prompt, but will save the existing settings of your current prompt without making any changes. However, Fair-Play advises that you respond **YES** or **NO** to all prompts, so that you have made all of the appropriate selections for your sports event.
- You may exit the programming sequence at any time by pressing the **ESC** key. This will take you to the Quit prompt.

### ENTER PENALTY TIMES

By default, the MP-70/50 allows you start penalty timers in two-minute, five-minute, and ten-minute increments using the **+1**, **+2** and **+3** keys respectively. If necessary, you can change these increments by pressing **YES** at the **ENT.PEN.TIMES** prompt. If you want to use the default increments, press **NO**.

- CHANGE SPORT -  
ENT.PEN.TIMESY/N

If you press **YES**, the MP-70/50 prompts you to enter the penalty times for the **+1**, **+2** and **+3** keys, pressing **ENTER** after each one.

- CHANGE SPORT -  
**+1 PEN.TO?** --:--

- CHANGE SPORT -  
**+2 PEN.TO?** --:--

- CHANGE SPORT -  
**+3 PEN.TO?** --:--

### INTERVAL TIMER ON

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.

The horn sounds when the interval timer expires, but the game clock is unaffected. After the horn sounds, the interval timer automatically resets to the amount of time you have specified.

To turn this timer on, press **YES** at the prompt shown below. To turn the timer off, press **NO**.

- CHANGE SPORT -  
**INT.TIMER ON?Y/N**

If you press **YES**, the MP-70/50 prompts you to enter the duration of the interval clock. Enter the duration using the numeric keypad and then press **ENTER**.

- CHANGE SPORT -  
**INT. TIME?** \_\_:\_\_

If you choose the Interval Timer, a lower-case "i" appears in the middle of the upper line of the LCD screen.

HKi 20 60:00.  
- HOCKEY \_

### 10' PENALTY SPOTS

*Note: The following option is intended for use with European hockey rules.*

If you choose **YES** for this option, then players who receive a 10-minute penalty will automatically have those penalties shown on the two 10-minute penalty indicator lights used on European hockey scoreboards. Thus, that penalty will not appear in the usual player/penalty digits. (However, the penalty clock will count down the 10 minutes even though it is not displayed in the player/penalty digits). When the penalty clock has counted to 0, the penalty indicator light will turn off.

- CHANGE SPORT -  
**10'PEN.SPOTS Y/N**

### COUNTDOWN CLOCK

Press **YES** if you want the clock to count down or **NO** if you want the clock to count up.

- CHANGE SPORT -  
**COUNT DN.CLK?Y/N**

---

### TENTHS OF SECONDS CLOCK

To display tenths of seconds in the last minute of play, press **YES**. This setting is unavailable if the clock is counting up.

- CHANGE SPORT -  
1/10SEC CLK? Y/N

**Note:** On a four-digit game clock (MM:SS), the seconds will display in minutes area and the tenths of seconds will display after the colon.

### AUTO HORN

If you press **YES** to select auto horn, this mode is active each time you select soccer as the sport. You can still use the **AUTO HORN** key to turn this feature on and off as instructed **SOUNDING THE HORN** on page 16.

- CHANGE SPORT -  
AUTO HORN? Y/N

### TIMER SET TO (MP-70 ONLY)

On the numeric keypad, enter the duration of the field timer in seconds and then press **ENTER**.

- CHANGE SPORT -  
TIMER SET TO? 00

### TIMEOUT TO SCOREBOARD

If you want the timeout timer to appear on the scoreboard, press **YES**. If you press **NO**, the timer appears only on the MP-70/50's LCD display.

- CHANGE SPORT -  
T.O.TO SCBD? Y/N

### CLOCK SET TO

On the numeric keypad, enter the duration of the game period in minutes and then press **ENTER**.

- CHANGE SPORT -  
CLOCK SET TO? 00

### BREAK SET TO

On the numeric keypad, enter the duration of the break period (half time) in minutes and then press **ENTER**.

- CHANGE SPORT -  
BREAK SET TO? 00

### OVERTIME SET TO

On the numeric keypad, enter the duration of the overtime period in minutes and then press **ENTER**.

- CHANGE SPORT -  
O.T. SET TO? 00

### TIMEOUT TIMER SET TO

On the numeric keypad, enter the number of seconds per timeout and then press **ENTER**.

- CHANGE SPORT -  
T.O.TIMER TO? 00

### NUMBER OF TIMEOUTS LEFT

Enter the number of timeouts allowed, either per game or per half. When you press **SHIFT** + **NEW GAME**, this value resets automatically. If you are tracking timeouts by half, you must manually reset the number of timeouts left at half time.

- CHANGE SPORT -  
# OF TOLS,1T09?

### GOAL LIGHTS

Enter **YES** if you want the goal lights operated from outputs 3 & 4. If **NO**, outputs 3 & 4 defaults to the usual timer data output.

- CHANGE SPORT -  
GL @ CONN3&4?Y/N

### VIDEO CHARACTER GENERATOR

Enter **YES** to enable data out on the RS-232 connector for use with the VideoStamp+ character generator. Responding **NO** will default to ProLine data on the RS-232 connector for most sports.

- CHANGE SPORT -  
VIDEO CHAR? Y/N

## OPERATING THE CONTROL IN A HOCKEY GAME

Before continuing with this chapter, be sure the letters HK appear in the upper-left corner of the LCD display. This indicates that hockey is the sport currently selected. If you see a different code, select hockey as instructed at [SELECTING AND CHANGING SPORTS](#) on page 150. You may want to adjust the sport-specific settings for hockey as instructed earlier in this chapter.

You should also be familiar with the information in the chapter titled [COMMON FUNCTIONS](#) on page 13 before continuing with this chapter. This chapter discusses several functions of the MP-70/50 that are important to its operation in a hockey game, such as operating the clock and updating the score.

### DISPLAYING SHOTS ON GOAL

The HOME S.O.G. or VISITOR S.O.G. keys work much like the SCORE keys. Follow these steps to use them.

1. Press **HOME S.O.G.** or **VISITOR S.O.G.**
2. Press one of the following keys to adjust the shots on goal value by the increment indicated: **+1**, **+2**, **+3** or **-1**.

HK 30 10:02.  
H. S.O.GOAL 4

Or

1. Press **HOME S.O.G.** or **VISITOR S.O.G.**
2. On the numeric keypad, enter the new shots on goal value and then press **ENTER**.

---

## MANUALLY CONTROLLING GOAL INDICATORS

The **HOME GOAL** and **VISITOR GOAL** keys provide manual control of the goal indicator lights. Pressing either of these keys will turn the corresponding goal indicators on or off.

## ENTERING PENALTIES

By default, the MP-70/50 allows you enter penalty times in two-minute five-minute, and 10-minute increments using the **+1**, **+2** and **+3** keys respectively.

### ENTERING SINGLE PENALTIES

Follow these steps to enter a penalty time for single penalties:

1. Press **HOME PENALTY** or **VISITOR PENALTY**
2. Press **+1**, **+2** or **+3** keys to assign a penalty time for a single player. These keys will assign penalties according to the following pre-set times:
  - **+1** = 2 minutes.
  - **+2** = 5 minutes.
  - **+3** = 10 minutes.
  - **-1** = other (multiple) penalties (see [ENTERING MULTIPLE PENALTIES](#) on page 45).

If a player receives two back-to-back penalties, you can press another of the + keys to add two penalty times together.

**Note:** If a player receives two back-to-back penalties, follow the sequence titled [ENTERING MULTIPLE PENALTIES](#) on page 45.

3. At the ENTER PLY.NO. prompt, enter the player number on the numeric keypad and then press **ENTER**.
4. The player number and penalty time now appears on the LCD.

If you hit the **ENTER** key before you enter in the player number, the control will not accept the penalty. Instead, you will see a screen similar to the one shown, stating "NO PENALTY FOUND." Re-enter the penalty and player number using the correct sequence.

HK 30 10:02.  
NO PENALTY FOUND

When you enter a penalty, the penalty indication arrow for the appropriate time lights for 12 seconds.

**Note:** Depending upon the type of scoreboard, penalty indication arrows may not be present.

There are two penalty clocks per team, and the MP-70/50 can store up to three additional penalties per team in memory. This means only the first two penalties in memory for each team will count down. When there are three or more penalties in memory at once, the third penalty begins to count down when one of the first two expires.

Penalty timers count down only when the game clock is running during a regular game period; they do not count down during break periods.

If you correct the game clock during a game period when penalty times are entered, the above prompt appears.

HK 30 10:02.  
CORR. PENALTY?Y/N

- Press **SHIFT** + **NO** to accept the current times.
- Press **SHIFT** + **YES** if you want to correct the penalties that are actively counting. If you press **SHIFT** + **YES**, the MP-70/50 prompts you to enter new times for each counting penalty. Enter the new time for each penalty as prompted, pressing **ENTER** after each.

#### ENTERING MULTIPLE PENALTIES

If a player receives more than one penalty time, such as two 2-minute penalties, or a 2-minute plus a 5-minute penalty, these multiple penalty times can be entered into the control by two different methods, explained on the following pages.

- In the first method, **ENTERING TWO PENALTIES WITH PLUS KEYS** below, you can hit a sequence of two different plus (+) keys which automatically enter penalties according to a pre-set time. These two penalties will then be added up and displayed as one totaled penalty time.
- In the second method, **ENTERING OTHER PENALTIES** on page 46, you can use the **OTHER** key to enter a pre-set combination of two (or in one case, three) penalty times. These two (or three) penalties then will be timed in sequence by the penalty clock.

**Note:** If, after entering the player penalties, you decide to cancel a player penalty (see **CANCEL INDIVIDUAL PENALTIES** on page 47), it is possible to cancel the penalties you entered using the plus **+** keys. However, it is NOT possible to cancel a multiple penalty that was entered using the **OTHER** key. You can only cancel penalties in the queue that are to be counted by the penalty clock.

#### ENTERING TWO PENALTIES WITH PLUS KEYS

1. Press the **HOME PENALTY** or **VISITOR PENALTY** keys.

2. Press **+1**, **+2** or **+3** keys to assign a penalty time for a single player. Each of these three keys automatically enters the amount of penalty time(s) you specified in Program Mode's sport-specific settings for hockey (see [SPORT-SPECIFIC SETTINGS FOR HOCKEY](#) on page 40). (This first penalty time will not display on the LCD until you enter in the player number in Step 4).
3. Press the **+1**, **+2** or **+3** keys to assign a second penalty time for that single player. The penalty clock will then automatically add up these two penalty times. (Likewise, this second penalty time also will not display on the LCD until you enter in the player number in Step 4).
4. At the ENTER PLY.NO. prompt, enter the player number on the numeric keypad and then press **ENTER**.
5. The player number and tallied penalty time now appears on the LCD.

*Example:*

Player #23 receives a two-minute plus a five-minute penalty. The MP-70/50 user presses the **+1** and **+2** keys on the control, then enters in 23 for the player number, thus giving player #23 a total of seven (2+5) minutes in penalties. This tally of seven minutes is displayed on the LCD.

|     |    |        |
|-----|----|--------|
| HK  | 30 | 10:02. |
| V.# | 23 | 7:00   |

If you hit the **ENTER** key before you enter in the player number, the control will not accept the penalty. Instead, you will see a screen similar stating "NO PENALTY FOUND." Re-enter the penalty and player number using the correct sequence.

|                  |    |        |
|------------------|----|--------|
| HK               | 30 | 10:02. |
| NO PENALTY FOUND |    |        |

#### ENTERING OTHER PENALTIES

1. Press **HOME PENALTY** or **VISITOR PENALTY**.
2. Press the **OTHER** key, which is located on the top right-hand side of your Hockey overlay keypad of the Rev. A keypad version. (This **OTHER** key does not appear on hockey keypads issued earlier than April 3, 2006).
3. A screen appears, as shown. The bottom row of text represents the penalty times that a player will be assigned. If you choose the first prompt, as shown below, the player will be given two 2-minute penalties, which will be timed in sequence by the penalty clock.

|      |     |        |
|------|-----|--------|
| HK   | 30  | 10:02. |
| PEN= | 2:+ | 2:     |

You can scroll through several different penalty combinations by pressing the **OTHER** key multiple times. Other penalty time options are listed in the following sequence:

- 2 mins + 2 min
- 5 min + 2 min
- 5 min + 5 min
- 2 min + 10 min
- 5 min + 10 min
- 2 min + 2 min + 10 min
- 1 minute
- 3 min

4. After selecting the correct other penalty times, enter the player number, and then press **ENTER**.

**Note:** When using the *OTHER* key to enter a penalty, you will not be prompted to enter a player number. However, you must enter a player number after selecting the penalty time in order to enter the penalty in the control.

5. The player's number and that player's current penalty in memory appears on the LCD display, as shown. In this instance, the Home Team Player #36 has received two 2-minute penalties, which will be counted down separately, in sequence, by the penalty clock.

|        |    |        |
|--------|----|--------|
| HK     | 30 | 10:02. |
| H. #36 |    | 2:+2:  |

**Note:** As explained in the note in [ENTERING MULTIPLE PENALTIES](#) on page 45, it is NOT possible to cancel a multiple penalty that was entered using the *OTHER* key. You can only cancel penalties in the queue that are to be counted by the penalty clock.

#### CANCEL INDIVIDUAL PENALTIES

Follow these steps to correct or cancel an individual penalty:

1. Press **HOME PENALTY** or **VISITOR PENALTY**.
2. Enter the player number, and then press **ENTER**.
3. The current penalty in memory appears on the LCD display.
4. Press **ENTER** to cancel the penalty. To correct the penalty time, enter the new time on the numeric key pad and then press **ENTER**.

#### EDIT OR CLEAR PENALTIES

1. Press **HOME PENALTY** or **VISITOR PENALTY**.
2. Press the **CLR** key and the control prompts you for a player number.
3. Enter the player number and press **ENTER**. The control then displays the time of penalty in memory.

4. To clear the penalty, press **ENTER**.

To edit the penalty, use the numeric keypad to key in a different amount of time, then press **ENTER**.

### TRACKING PENALTIES

To view, or track existing team penalties, hold down the **SHIFT** key and hit the **HOME PENALTY** or **VISITOR PENALTY** keys. This will show the player number and the initial penalty assigned that player.

```
HK 30 10:02.  
H#14 2:+ 2:+10:
```

Scroll through all home team or visitor team penalties by pressing the **HOME PENALTY** or **VISITOR PENALTY** keys while continuing to press down on the **SHIFT** key at the same time.

- The tracking penalties feature only shows the total penalty times assessed to an individual player. It does not show the player's remaining penalty times on the MP-70/50 LCD screen. Refer to the scoreboard for the players' remaining penalty time information.
- Players appearing in the 10-minute penalty spots indicator lights (see 10' Penalty Spots on page 41), will appear on the LCD screen with other players appearing in the player/penalty digits. Similar to above, the total penalty time (in this case, 10 minutes) of the player indicated by the 10-minute penalty lights appears as you scroll through the LCD screen. Although the penalty clock is counting down that player's 10-minute penalty, you will not be able to view the amount of time remaining for that player's 10-minute penalty.

```
HK 30 10:02.  
H#14 2:+ 2:+10:
```

### USING THE INTERVAL TIMER

While the interval timer settings are usually adjusted in PROGRAM mode, you can also start, stop or change the duration of the interval timer during a hockey game if necessary. For more information on the interval timer setting available in PROGRAM mode, see [INTERVAL TIMER ON](#) on page 41.

Follow these steps to start or stop the interval timer during a game:

1. With the game clock stopped  
press **SHIFT** + **SET INTERVAL ON/OFF**. One of the prompts shown above will appear on the LCD display.
2. Press **YES**.

```
HK 30 10:02.  
INT.TIMER ON?Y/N
```

### **Entering Information in Gray Jay**