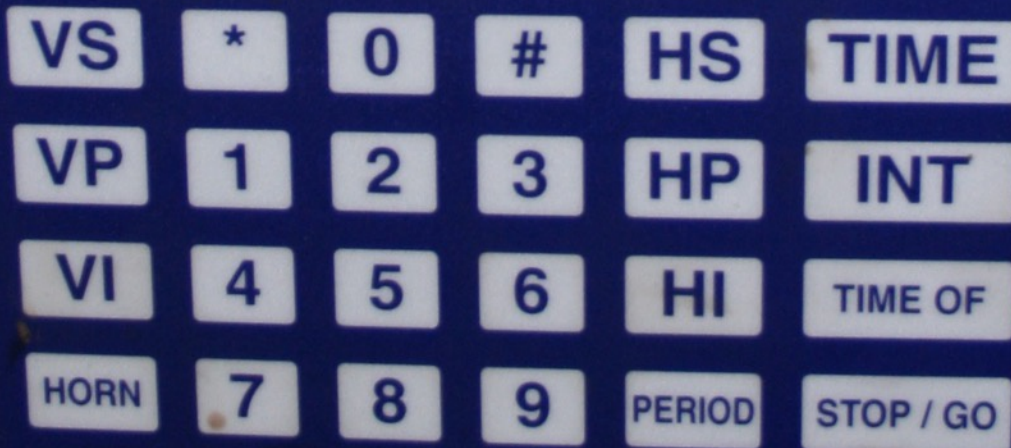


## SPORTSTIMER OPERATING INSTRUCTIONS

NOTES : 1) KEYBOARD OPERATION REQUIRES PASSKEY ENTRY  
2) END OF PERIOD HORN IS AUTOMATIC AT 0:00

<u>FUNCTION</u>	<u>PRESS</u>	<u>DIGIT RANGE</u>	<u>SEND</u>
TIME SET	[ TIME ]	[ 0 ] TO [ 2000 ]	[ # ]
PERIOD	[ PERIOD ]	[ 0 ] TO [ 4 ]	[ # ]
RUN TIME	[ STOP / GO ]	(ALTERNATING OPERATION)	
SCORE	[ VS ] OR [ HS ]	[ 0 ] TO [ 99 ]	[ # ]
TIME OF	[ TIME OF ]	(HELD UNTIL KEY IS RELEASED)	
PENALTY	[ VP ] OR [ HP ]	[ 1 ] TO [ 5 ]	[ # ]
		[ 0 ] TO [ 1000 ]	[ # ]
HORN CONTROL	[ HORN ]	[ 0 ] (IMMEDIATE)	[ # ]
	[ HORN ]	[ 2 ] OR [ 3 ] (INTERVAL)	[ # ]
INTERMISSION	[ INT ]	[ 0 ] TO [ 2000 ]	[ # ]
CLEAR ERROR	[ * ]	(CLEAR ONLY BEFORE # IS PRESSED)	

**HARRIS TIME** *DIGITAL SIGNS*



# HARRIS TIME CLOCK

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## POWER UP

1. Turn unit on
2. Enter password **\*\*#1989\***

## DISPLAY TIME OF DAY

1. Enter **VI99#**

## SET PERIOD LENGTH FOR COUNTDOWN

1. Press **TIME** 1000 # (will set the clock for 10:00 minute periods, **TIME** 1200 # will set clock for 12:00 minute periods)

## SET PERIOD NUMBER

1. Press **PERIOD** 1 # (will set the clock for 1st period, **PERIOD** 2 # will set clock for 2nd period)

## RUN/STOP CLOCK

1. Press **STOP/GO**

## CHANGE SCORE

1. Press **VS** 1 # or **HS** 1 # (replace 1 with the digits of the desired score eg **HS** 4 # to change the home score to 4)

## TO FIND THE TIME OF A GOAL OR A PENALTY

1. Press and hold **TIME OFF** and read the time from the main display

## TO ENTER A PENALTY (Up to 5 penalties can be added to the clock)

1. Press **VP**( or **HP**) 1 # 200 # (This will add a two minute penalty to the visiting side)
2. Press **VP** 2# 200 (this will add a second penalty the the visiting side)
3. Remove a penalty by pressing **VP** 1 # 0 # (this will remove the first penalty from the visiting side)

## TO SOUND THE HORN (To signal referees)

1. Press **HORN** 0 #

## TO SOUND THE HORN EVERY 2 OR 3 MINUTES (used during rookie age group)

1. Press **HORN** 2 or 3 # (This must be done at the beginning of each period.)

## TO HAVE A 3 MINUTE INTERMISSION/WARM-UP

1. Press **INT** 300 #

## TO CORRECT/CHANGE AN ENTRY ERROR BEFORE THE # HAS BEEN PRESSED

1. Press **\*** then enter any of the previous codes