

# BLUE VANE SCOREBOARDS PTY LTD

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## OS SERIES - HOCKEY OPERATING INSTRUCTIONS

with 8 button remote controller

The following instructions are to operate an OS series scoreboard using an 8 button remote controller.

*Note: Scoreboards must be powered on at the start of the day and powered off at the end of the day. All board members will have a key to the locked power on switch located next to each scoreboard. There will also be a key located in the pump shed. The one key unlocks both power switches. If scoreboards are not powered off re-programming may be required.*

### Game timing

The game timer has straight timer pre-sets and cycle timer pre-sets.

- Press the **reset time** button [1] to set timer. Additional presses will bring up more times.
  - Straight timer pre-sets will stop at zero. The straight timer pre-sets are identified by two dots in the colon, between the minutes and seconds. These pre-sets include:
    - 15 minutes
    - 17:30 minutes
    - 25 minutes
    - 35 minutes
    - 60 minutes (training timer)
    - 0:08 seconds (penalty shot)
  - Cycle timer pre-sets will continue to run through the sequence until paused. The cycle timer pre-sets are identified by a single dot in the colon (decimal point), between the minutes and seconds. These pre-sets start with a warm-up time, and include:
    - 5 / 35 / 5 / 35 minutes
    - 11 / 15 / 2 / 15 / 5 / 15 / 2 / 15 minutes
    - 5 / 25 / 5 / 25 minutes
    - 8 / 12 / 2 / 12 / 5 / 12 / 2 / 12 minutes
- Press the **adjust time** button [2] to reduce time by 1 minute. This function can be used for both the straight timer and cycle timer. However, the adjust only applies to the current event, it will not be recorded for later events.
- Press the timer **pause/run** [7] to start or stop the time countdown.

Note 1: The timer reset controls are locked out while the game timer is running.

Note 2: The run/pause mode will automatically switch to pause when the count reaches zero (except when using a cycle timer).



## Quarter Counter (some models only)

- Press the **quarter** button to add to the quarter display. Numbers will cycle through from 0 to 4.

## Scoring

- Press the **score 1** button [5] to add a score to team 1.
- Press the **score 2** button [6] to add a score to team 2.

## Siren

- Press the **siren** button [4] to manually sound the game siren if required.

*Note: The game siren will automatically sound when the timer reaches zero.*

## Undo and Master Reset

- Press the **undo/reset** button [3] to undo the last scores.

With the timer in pause mode:

- Hold the **undo/reset** button [3] for 3 seconds to reset the scores.

