

Mount Pleasant Clock Instructions  
Nevco Model 871

Getting Started

To make sure that the clock is reset to all its defaults, turn it off using the rocker switch on the right side. Wait a few seconds, then turn it back on. On the LED screen, you will be asked whether you want to start from where turned off last. Enter [NO]. You will then be asked to enter the model number: [871]. Finally, you will be asked if you want to use penalty time out. Enter [NO].

Setting the Time and Period

[SET] [TIME] [*mmss*] [YES] [*period number*] [YES]

Note: enter the time as two-digit minutes, two-digit seconds, and one-digit 1/10 s.

Example: 15000 for 15 minutes

Starting and Stopping the Clock

Use the hand-held rocker switch to start and stop the clock. Be careful, because a small round button on the hand-held will sound the buzzer.

Entering a Goal

[HOME SCORE] or [GUEST SCORE] [1] [YES]

To correct the score: [SET] [HOME SCORE] or [GUEST SCORE] then [*score*]

Entering a Penalty

[SET] [HOME PENALTY] or [GUEST PENALTY]

[*mmss*] [YES] [*two-digit player number*]

Clearing a Penalty

[HOME PENALTY] or [GUEST PENALTY] then [PENALTY CLEAR]

Note: pressing [HOME PENALTY] or [GUEST PENALTY] will cycle through multiple penalties until you reach the one you wish to clear.

Ice World Clock Instructions  
(Hamilton Digital Designs)

Getting Started

[NEW GAME] [CLEAR]  
[*period #*] [ENTER]  
[*period length in minutes*] [ENTER]  
Set timer direction down: [1]

Setting the Time and Period

[*period #*] [ENTER]  
[*period length in minutes*] [ENTER]  
Continue as in New Game

To back out of a mistaken entry, press:

[ABORT FUNCT]

Starting and Stopping the Clock

To start the clock running: [TIMER RUN]  
To stop the clock running: [TIMER HOLD]

Entering a Goal

In the home or guest column, to increment the score total by 1: [SCORE]  
To correct the score: [RECALL] [SCORE] [*correct score #*] [ENTER]

Entering a Penalty

In the home or guest column: [PENALTY] [ENTER]  
[*player number*] [ENTER]  
[*penalty minutes*] [ENTER]  
[ENTER]

Clearing a Penalty

In the home or guest column: [PENALTY] [RECALL]  
Use [+] or [-] to cycle through penalties until correct one appears  
[CLEAR] [ENTER]