Hockey/Lacrosse (WTTC-1 Tabletop Controller)

Easy instructions for running the scoreboard:

RUN STOP Press to start and stop the game clock. This can also be done with an RSR-1; see RSR in the advanced section, below.

RESET Press to reset the shot clock. If you press this key mistakenly, you can use **UNDO SHOT RESET** to resume shot time.

The shot time can also be reset with an RSR-1; see RSR in the advanced section, below.

If required to change the game time, see Edit Mode in the advanced section, below.

In all cases, operations for the home team use the yellow keys; those for the guest team use the red keys.

+1 -1 Add goals scored with the +1 key; subtract mistakenly added goals with the -1 key. If prompted, enter the number of the player who scored and Enter.

TIME OUT Press to start a timeout. If pressed while a timeout is running, the timeout will end prematurely.

MAJOR PENALTY / MINOR PENALTY Use these keys to record penalties, including minor (green card) and major (yellow card). If prompted, enter the number of the player who committed the offense and Enter.

CLEAR PENALTY A / CLEAR PENALTY B Press these keys to clear a penalty.

PERIOD Press to advance to the next period or break between periods. (This key is only active while the clock is stopped.) Press Run/Stop to start the clock.

HORN Press the HORN button to sound the horn manually. It will sound automatically at the end of a period, break/halftime and game, and optionally at the end of a time out and as a time out warning if set in the game set up menu.

More advanced options:

Starting a new game, editing game time, shot time, score, number of time outs remaining, and number of penalties, shots and saves

To start a new game, press **MENU**, and select NEW GAME. This cannot be undone, so you'll be prompted to confirm this action.

EDIT MODE Press to activate Edit Mode. Next, press the key corresponding to the value you want to edit. Enter the new value with the numeric keypad and press Enter to enact the change. Press Clear to exit Edit Mode without making a change.

For example, to edit the home team score, press Edit Mode and then press either of the keys that modify the home team score (+1 or -1). You can also edit number of time outs, shots and saves by selecting those keys.

To edit the current period, press Edit Mode and then Period. Enter the period number and press Enter.

Editing game time & shot time: press Edit Mode and then press Run/Stop to edit the game time, or press the yellow Reset key to edit the shot time. Enter the new value with the numeric keypad, and press enter to enact the change. Times can only be edited while the clock is stopped.

When the numeric keypad is active for editing a data field, the battery icon is replaced by "123". When the entire keyboard is active for alphanumeric input, the battery icon is replaced by "ABC". Slide the keyboard insert out and flip it over for alphabetic entry.

RUN STOP SHOT When enabled through the "Shot Can Stop" option under the Shot Clock menu, the Shot Clock can be stopped (and started) without stopping the Game Clock. The run/stop state of the shot clock is indicated on the screen of the WTTC with a play/pause icon adjacent to the shot time.

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Alt SHOT RESET When enabled through the "Alt Shot Reset" option under the Shot Clock menu, this key resets the shot clock to a length different than the main shot clock time. Set the length with the "Alt Shot" option in the menu.

NOTE: If using an RSR-1, set the "Shot Length" to the time you want to control by RSR (Shot or Alt Shot).

Run/Stop/Reset Units (RSR)

Using run/stop/reset (RSR) units for time keeping: Optional run-stop-reset units allow a second or third operator to assist in controlling game time and shot time. When a single button RSR is connected, the keyboard keys Run/Stop and Reset are inactive. When a two button RSR is connected, the Alt Shot Reset keyboard key is also inactive.

One RSR: Connect to either round phone plug input on the back. The black rocker switch starts and stops the game time, and the blue reset button resets the shot clock to its default time. A two button RSR can also reset the shot clock to its alternate time.

Two RSRs: The one connected to Input 1 controls the game time with the rocker switch; the reset button(s) is inactive. The one connected to Input 2 controls resetting the shot clock with the reset button; the rocker switch is active to start and stop the shot time **only** if the "Shot Can Stop" option is set to Yes. A two button RSR can also reset the shot clock to its alternate time.

SUBST The first time you press this in a game, you will enter the numbers for the starting players. Enter the number and press enter to move to the next field. On subsequent times you press this key, you will enter one player number going in to the game and one coming out. Set the number of players per side through the Stats Options screen in the Menu.

Press **STATS SCREEN** to see the game statistics. These can be displayed on scoreboards which have space for this. Set which statistics are kept in the Stats Options, described in Game Setup, below. To edit statistics for a player, enter the stats screen. Use the arrow keys to highlight the number to edit, press Enter, type the new number, and press Enter again. Press Clear to exit the stats screen.

Game setup (horn tones, statistics tracking, and lengths of periods, time outs, penalties):

MENU Press to set up your game with the seven main sub-menus: Hardware Options, Default Times, Shot Clock, Penalty Options, New Game, Time Out options, and Statistics options.

Use the **Default Times** section to set number and length of periods, length of the break between periods, overtime length and whether to show tenths of a second on the game clock when the time is below 1:00.

Use the **Shot Clock** option to

- toggle the shot clock on or completely off
- set the default reset value for the shot clock
- set whether the shot clock remains active or blank when shot time is greater than the time remaining in the period
- show time in tenths

Use the **Penalty** options to set the length of major and minor penalties.

Use the **New Game** option to start a new game.

Use the **Time Out** options to set time out details, including number of time outs a team receives per game, length, and horn details. Use TO Horn to toggle whether the game horn sounds automatically at the end of a timeout. Use TO Warn to set the amount of time before the end of the timeout that a warning horn will sound. Set to 0 for no warning horn.

Use the **Stats** options to set whether to track penalties and goals by player number, and to set the number of players per side.

Set **Horn** tones in the Horn Options section of the Hardware Options menu, as described in the Tabletop Quick Reference Guide. For hockey and lacrosse, Horn 1 is the game horn.

You can also choose Hardware Options to set the global settings for all sports on this console. This menu is described on the Tabletop Quick Reference guide, and includes brightening and dimming your scoreboard, horn tones, backlight setting on the console, and other scoreboard configurations.

*NOTE: If you are scoring box lacrosse, contact CTS for sport software hardware that supports shot clocks.