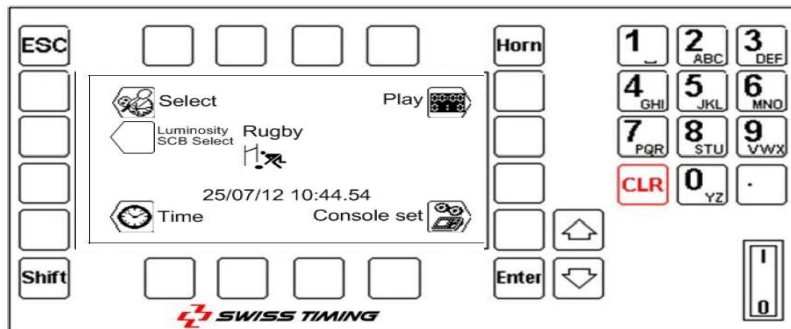












Console Layout and modes



	Exit the current function or menu without validating any potential change		Confirms the action or data
	Enables the execution of inverse function (shift + KEY)		Key with function displayed on screen
	Move the cursor upwards		Delete current data
	Move the cursor downwards		Start/Stop switch
 	Alphanumeric keyboard		

Correct settings for EPCR matches;

- Switch on the console
- Press 'Select', then 'Settings'
- Check that 'Count **Up**' is selected (press button to toggle between 'Down' and 'Up')
- Press the 'down' arrow, to access the second page of settings
- Ensure that 'Stop Time' is **NOT** checked [no tick in box] (press button to toggle between tick / no tick)
- Ensure that 'Total Time' **IS** checked [tick in box] (press button to toggle between tick / no tick)
- Press the down arrow, to access the third page of settings
- Ensure that 'Light Sending' **IS** checked [tick in box] (press button to toggle between tick / no tick)
- Press 'Enter'
- Press 'Save', then 'Yes'

Test

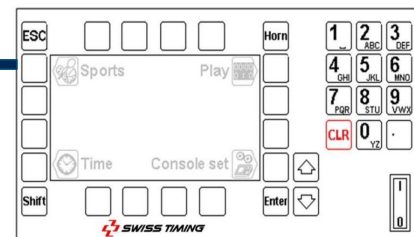
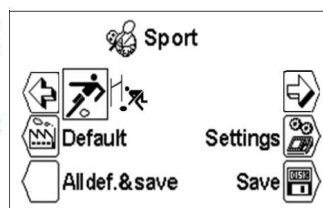
Always ensure you start a 'test match', to check that the correct settings are loaded.



Game Settings

The selection and saving of different game settings (duration of period, horn, type of counting etc...) are set from this menu.

Select the sport using these keys:






- Ensure the counter is on "Rugby" mode
- Match should commence at 00.00 and count up
- The match time should **NOT** stop at 40.00 (unless deliberately stopped by the timekeeper)
- Second half (Period 2) should start by showing 40.00 and count up to (and beyond) 80.00.

Check the functionality of:








- Penalty countdown: 60s
- Conversion countdown: 60s (since January 2025)
- Scores: keys "+2" and "+3"




[Settings] RUGBY Settings Selection

Press the  [Settings] to modify the settings et use the  and  to see all settings.

Extra time

1. Press on the  [Play] key to enter the match. The software will ask whether you'd like to continue the match or  [Play] start a new one:
2.
 - Press on  to access the time adjustments menu
 - Press on  [Min.] to modify the minutes:
 - Enter 79 and press  on to confirm.
 - Press on  [Sec.] to modify the seconds
 - Enter 50 and  press on to confirm
3. Set the switch to **START**
→ Timer goes beyond 80:00
4. Set the switch to **STOP** – to initiate extra-time

End of the match



When the final period of the match comes to an end, turn the switch to **STOP** and press  ; a screen prompt will ask if you would like extra time:

- **NO:** to end the match. The console indicates END OF THE MATCH and it no longer becomes possible to restart the game
- **YES:** to enter extra time

Use of 60 / 60 second count down (shotclock)



Penalty

During the match, the 60 second count down, allowed for a penalty kick, can be activated by

pressing on key . To stop and clear this count down, press on the 'SHIFT' key then key .

Conversion

During game time, the 60 second count down, allowed for a conversion, can be activated by

pressing on key . To stop and clear this count down, press on the 'SHIFT' key then key .

In the case where the try is awarded and then reviewed by TMO when the shotclock countdown has already been initiated:

1. Deactivate the timer. Press on 
2. Restart the countdown at 60s after confirmation by the referee then 