



Computer/Projector Scoreboard Instructions

The scoreboard software is run on the AIHA provided laptop. The laptop bag includes all the necessary cables to connect to the projector and sound system. The laptop and all required cables are stored under the computer desk in the Paradise sound room at each rink. Please ensure you return all equipment to the same position after each game night.

Watch the AIHA tutorial video here: <https://www.youtube.com/watch?v=WFeUJL8AB3s>

Download the software for free and test it at home (Windows only):

<https://www.pcscoreboards.com/hockeyscoreboardpro/>

SETTING UP SCOREBOARD ON GAME DAY

Step 1: Go to Paradise sound booth room. Retrieve laptop from under the desk.

Step 2: Open projector programme on Paradise computer and turn projector on

Step 3: Look under computer desk and change input to *option 3*, using select button

Step 4: Adjust sound settings – move *Score bench* and *Master* switches to black lines

Step 5: Go to score bench desk

Step 6: Plug in power, HDMI and sound cables in the correct slots under the score bench desk. Then connect these to the laptop

Step 7: Turn on laptop and plug in scoreboard software USB stick

Step 8: Open scoreboard software “*Hockey Scoreboard Pro*” using shortcut on desktop

Step 9: Add team names based on which teams are playing and add team logos if an NZIHL game. If no logos are needed, click “clear” to remove logos.

Step 10: Allocate period time and begin using software

Step 11: Finish game, pack down equipment and return it to Paradise sound room.

At the completion of each game, take a clear, well-lit and non-blurry photo of the scoresheet and email it to scoresheet@aiha.org.nz so that it can be entered by AIHA staff.

USEFUL SHORTCUTS / THINGS TO KNOW:

S key on keyboard starts and stops all clocks

G key on keyboard sounds the goal horn

When a clock runs out to 00.00, a buzzer will automatically sound indicating end of play

When a goal is score, hold the **HORN** button or press **G** key for 3-5 seconds to sound a goal horn