Main Screen

Entering Team Names
Enter the last name of the team skips so that they will appear on the timing clock. The colored circles on the right of the names indicate the color rock the team is shooting.

Select Rock Colors
Click this button to open a screen that allows you to change the color of rocks to suit your club. The default is RED for Team 1 and YELLOW for team 2. Colored curling stones next to the team names will indicate the color rock for that team.

Set Up Options

Set Time
Click on this menu selection to set the time of game play. The timing clock defaults to 73 minutes, however, you can set any time interval you want just by clicking the up/down arrows on the side or by typing in the number of minutes to be played by each team.

Time Outs
Time Outs are no longer part of the game in WCF, however, if you so choose to have them then you must select the check box "*Activate Time Outs*"
Choose the number of Time Outs for the game. Select 0, 1 or 2. Default is 2.

Coach Interaction
If you wish to have the game clock stop until the coach gets to the ice level, you may check this box. If not, when Coach Interaction is selected, the game clock will continue to run.

Warm Up
Select the length the teams will get for their pre-game warm up. Range is from 1 to 15 minutes. Default is 9 min.

Between Ends
Select the amount of time teams have between ends before game clocks are activated again. Select 1, 2 or 3 minutes **OR** 30, 60 or 90 seconds. Default is 1 minute.

Mid Game Break
Select the amount of time teams have for the Mid Game Break. Range is 0 to 10 minutes. Default is 5 minutes.

Extra End
Select the amount of time teams have for the Extra End. Range is 0 to 15 minutes. Default is 8 minutes

Extra End Break
Select the amount of time teams have before the Extra End begins. Range is 0 to 10 minutes. Default is 1 minutes

Rock Color Selection
Click this button to open a screen that allows you to change the color of rocks to suit your club. The default is RED for Team 1 and YELLOW for team 2. Colored curling stones next to the team names will indicate the color rock for that team.

Begin Game
Select the "Begin Game" button to open the timing clock window.

Warm Up
This activates the Warm Up clock. The default time is 9 minutes but can be changed in the Set Up Options.

Exit
Exit from program

Game Clock

Start Buttons
Depending on which team wins the toss, press either the top "Start" button (It will say something like "Start Red" depending on the rock color selection) or the bottom "Start" button. This will begin the timer.

Switch Clocks
When the other team takes possession of the ice press the SPACEBAR.

Whatever team has possession of the ice will have all of their buttons activated while the other team's buttons will be grayed out... this is normal so as to prevent accidentally clicking on the team's buttons that are not presently shooting.

Coach Interaction

You **MUST** select this option while the game clock is still running. The screen will appear with the game clock of the team that called the interaction still running (unless the option to allow for coach travel time has been selected in the setup window).

When signalled by the umpire (or when coach has arrived on the ice and is next to the team) the time keeper will click the Start button. If the timekeeper starts the time too early, the Reset button will set it back to 1 minute. After the 1 minute has expired, the window will close and the game clock will be revealed with the game clock running.

Timeouts (if selected)

You **MUST** select this option while the game clock is still running. It will automatically pause the time for you.

If a team calls a Timeout, simply click the Timeout button and another window will open to display a 1 minute (value can be changed in Set Up Options) countdown. The clock will wait for the time keeper to activate it, allowing for the coaches to get to the ice surface. If the team decides to begin play BEFORE the 1 minute is up, just press End Time Out and their score clock will begin automatically. If they use the entire Timeout, the timeout window will close and the teams time clock will begin automatically. If you mistakenly start the timeout before it should, press Reset Time Out and the time will reset.
The small gray box in the upper left corner of each team will let you know how many Timeouts that team has remaining. Once they have 0, the Timeout timer will not activate again.

You will also see the time remaining for each team on this screen.

In the event that you mistakenly click on the Time Out button, it can be added back to their available Time Outs by selecting Adjust Time and clicking on the appropriate box.

Stopping Time
If the time needs to be stopped for any reason, just press Stop Clock. To activate the time again, press on

the Start button of the corresponding team.

Between Ends
This activates a little 1 minute timer to time between ends. The main game clocks must be paused first. If the teams begin play before the 1minute. timer has finished, you may activate the corresponding clock from within the timer by selecting the appropriate team. If the 1 minute expires before play resumes, you must then start the clock of the team who is shooting first by clicking the corresponding button or you can select Autostart when the timer is first activated. By doing so, the team you selected Autostart for will have their clock begin automatically when time expires.
You will also see the time remaining for each team on this screen. On the edges of the display there are up and down arrows. The arrows on the right will adjust the seconds and those on the left will adjust the minutes. This allows timekeepers to adjust the time in the event there was an error during the game.

Mid Game Break
This activates a 5 minute timer while both teams take their 5 minute break. It works much the same as the Between Ends timer in the sense that the game clock can be re-started from within this timer if the teams decide to resume play before the 5 minutes have expired.   If the time expires before play resumes, you must then start the clock of the team who is shooting first by clicking the corresponding button or you can select Autostart when the timer is first activated.
You will also see the time remaining for each team on this screen and may adjust time as in Between End Break.

Reset
This will bring you back to the main screen where you can enter the names of the new teams that will be playing on the sheet. **Do not use this unless you intend to begin timing a new game.**

Adjust Time
Occasionally you may need to add or subtract seconds to a team's time clock because the clock was started too early or too late. By clicking on this button, a window will open displaying the time the team has now but it will also allow you to type in the adjusted time. When you click the "Adjust Time" button, the changes will be displayed on the main score clock.

The Link button is **NOT** automatically selected. When it is selected it will automatically subtract seconds from one team as you add them to the other. If you just want to add or subtract time from one team, remove the check from the box and only one team will be affected.

You may also adjust the Time Outs here. If you mistakenly click on a Time Out, you can add it back by clicking on the Up arrow next to the corresponding team.

Extra End
In the event that the game requires extra ends, choose this button. It will automatically reset the game clocks to 8 minutes and reset the Timeouts to one per team.

Extra End Break

In the event that the teams choose to avail of the Extra End Break, click this button and a 1 min timer will appear and begin to countdown automatically.

Exit
This exits from the program.