

WRESTLING

NOTE: Ensure that the **WRESTLING** keypad insert is inserted into the keypad and that the unit is in **WRESTLING** mode.

- To increase the *HOME* score by 1, press the **HOME SCORE** key.
- To increase the *GUEST* score by 1, press the **GUEST SCORE** key.
- To decrease the *HOME* score by 1, press the **-1 HOME** key.
- To decrease the *GUEST* score by 1, press the **-1 GUEST** key.
- To increase the *PERIOD*, press the **PERIOD** key.
- To activate BLOOD TIME, INJURY TIME, and RECOVERY TIME scroll through the BL/INJ/REC TIME key, then press start/stop to activate countdown.
- BLOOD TIME has one 5 min. segment per team; the horn will sound after each.
- INJURY TIME is set to 1 min. 30 sec. per team; the horn will sound after each.
- RECOVERY TIME has one 2 min. segment per team; the horn will sound after each.