Colorado Time System 6 helps conduct water polo games by keeping track of:
- Time remaining in each period or break
- Shot clock time
- Time out time and number of time outs remaining for each team
- Up to 3 players eject (exclusion) times for each team
- The number of fouls for each player
- The score of the game
- Which players have scored
- Console displays scoreboard information

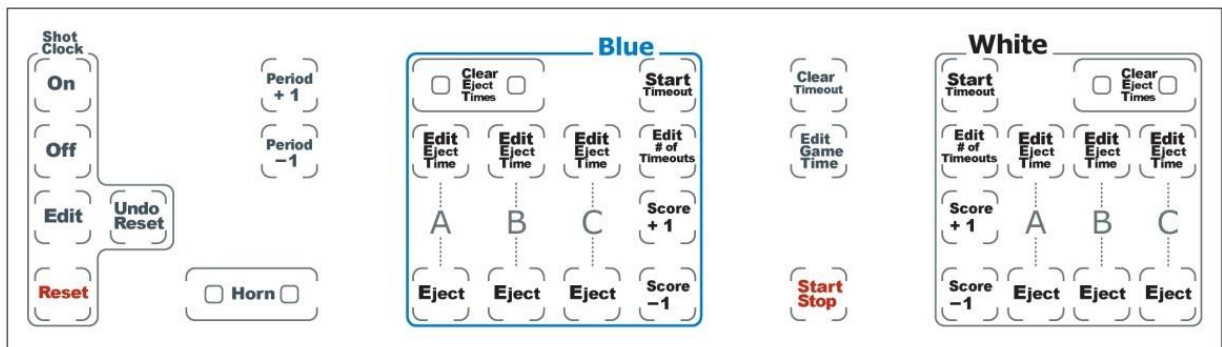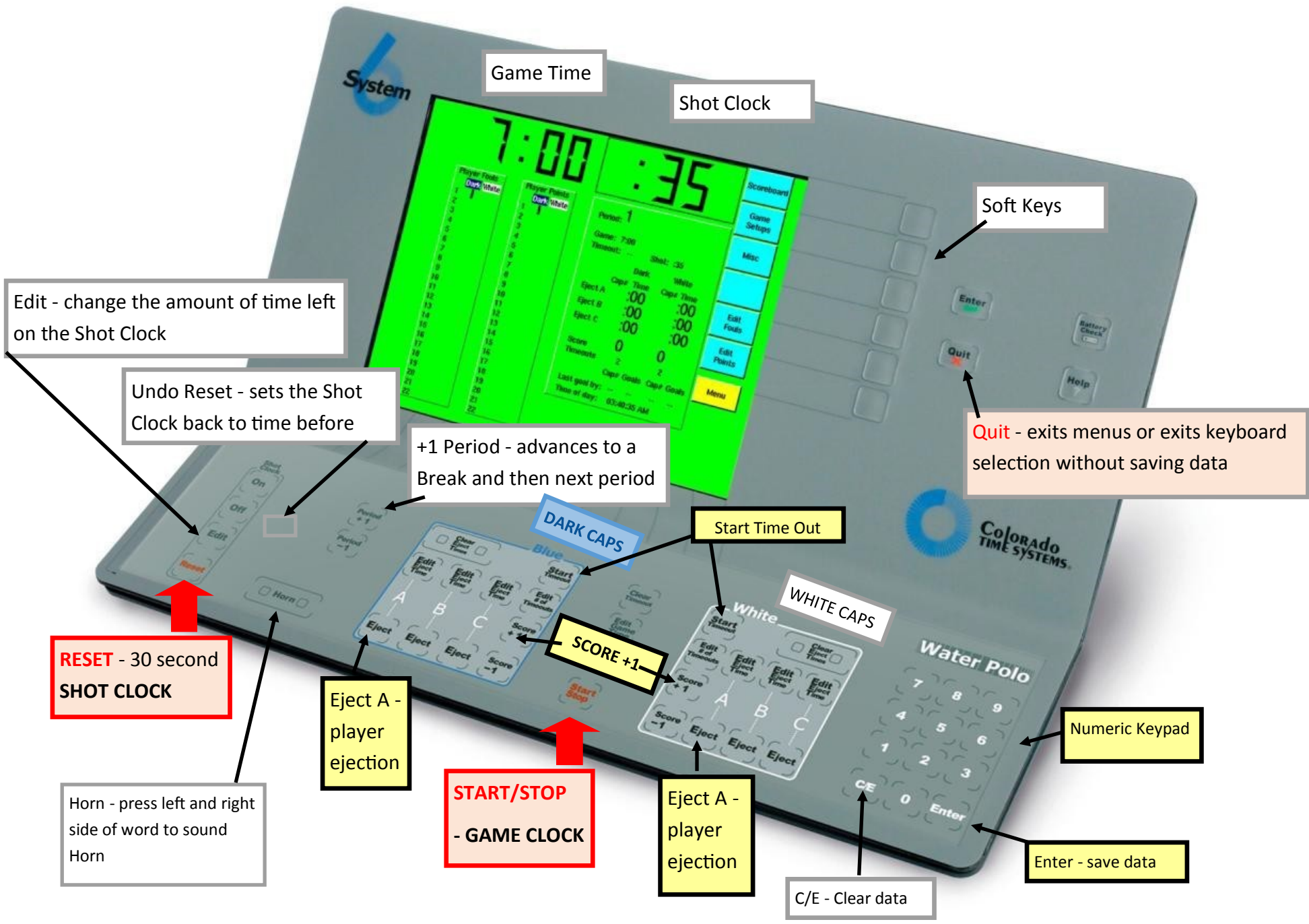|	
Start Stop	Game Clock – **Start/Stop** controls the game clock
Reset	Shot Clock – **resets** the 30 second shot clock
Score +1	**Score +1** add goals or corrects goal count for each team Blue (dark) team and White team each have a Score +1 button
Score -1	**Score -1** subtracts goal from specified team
Eject	**Eject** A/B/C buttons tracks player exclusions and exclusion timers
Start Timeout	Time outs – **Start Timeout** button starts 2:00 minute timeout timer
Quit	**Quit** (softkey button) exits a system menu or exits a command without saving data
Undo Reset	Button returns the shot clock to what it was before the last time **Reset** was pressed

Game Time

Shot Clock

Soft Keys

Edit - change the amount of time left on the Shot Clock

Undo Reset - sets the Shot Clock back to time before

+1 Period - advances to a Break and then next period

Quit - exits menus or exits keyboard selection without saving data

DARK CAPS

Start Time Out

WHITE CAPS

SCORE +1

RESET - 30 second SHOT CLOCK

Eject A - player ejection

START/STOP - GAME CLOCK

Eject A - player ejection

Numeric Keypad

Horn - press left and right side of word to sound Horn

C/E - Clear data

Enter - save data