

Overview of Operation

AVERAGE TIME

The *Average Time* event is used to manually time events with two timekeepers. The two times are averaged and displayed on the **Polaris** numeric display and on the arena scoreboard. While there is only one *physical* timer (the **Polaris** timer console), the timer console internally maintains two independent times referred to as *Timer A* and *Timer B*.

Timer A

Timer A is controlled by the START/STOP button on the timer console. *Timer A* is displayed on the left side of the **Polaris** status display. When *Timer A* is running, it also displayed on the **Polaris** numeric display and on the arena scoreboard.

Timer B

Timer B is controlled by the handswitch. *Timer B* is displayed only on the right side of the **Polaris** status display.

Averaging of Times

When both *Timer A* and *Timer B* have stopped, the **Polaris** attempts to compute an average time. The average time is displayed on the **Polaris** numeric display and on the arena scoreboard. If a penalty is entered, the penalty is added to the averaged time.

If an average cannot be computed, “Error” is displayed on the **Polaris** numeric display and the value of *Timer A* is shown on the arena scoreboard. “Error” is displayed for the following reasons:

- 1) *Timer A* and *Timer B* differ by more than 0.4 seconds.
- 2) *Timer A* and *Timer B* were started more than 0.8 seconds apart from each other.

Note: The time variations which define an error condition can be changed. Contact FarmTek for assistance.

Preparation and Operation

Preparation

The current event type is shown on the status display on the timer console. If *Average Time* is not displayed, select the *Average Time* event as follows:

- 1) Press SETUP to access setup functions.
- 2) Press ENTER to select a new event.
- 3) Press NEXT CHOICE until *Average Time* is displayed.
- 4) Press ENTER to select the *Average Time* event.

Operation

- 1) Before each run, make sure both *Timer A* and *Timer B* are stopped. They do not need to be cleared to zero – just stopped.
- 2) To time a contestant, timekeepers press the START/STOP button on the timer console to control *Timer A*, and the handswitch to control *Timer B*. See the “Overview” above for details about where times are displayed and how average times are computed.

Other Handswitch Functions

The handswitch adds flexibility to several events supported by the **Polaris** timer. The handswitch can be used to manually start and stop the timer for *Team Roping*, *Bull Riding*, *Team Penning*, *Cutting*, etc. For *Show Jumping* and *Power & Speed* events, the handswitch is used to stop and start the timer when a jump is dislodged: Pressing the handswitch while the

timer is running sounds the horn and stops the timer. Pressing the button again sounds the horn and resumes timing from the time at which the timer was stopped. For *Lap Timing*, the handswitch can be used in place of the electric eyes to allow manual timing of laps.