

OE-200 ***Automatic Horn***

User's Manual **(MD-300, V2.0)**

FarmTek, Inc.

1000-D Hwy 78 N.
Wylie, TX 75098

(972) 429-0947
(800) 755-6529

Congratulations on your purchase! Your new horn should provide years of trouble-free service. To maximize performance and life of your horn, please read this user's manual carefully before attempting to use the horn at your first event.

INTRODUCTION

This manual describes operation of the OE-200 Automatic Horn. If you have a scoreboard with a built-in horn (e.g., SB-1053, SB-1853), then this manual also describes operation of the horn built into the scoreboard. However, since the horn is built into the scoreboard, you can ignore the sections of this manual regarding installation and connection of the horn to the timer.

Your new horn is a versatile accessory for the MD-300 Timer. Via the timer console, the horn can be programmed to sound after time intervals from one second to several hours. The horn can also be manually sounded at any time. In addition, the horn is used during certain roping events to alert the arena that a broken barrier was detected.

This manual assumes you are familiar with the MD-300 Timer and the material presented in the MD-300 Electronic Timer User's Manual. The sections on selecting event types and setting horn times are especially relevant to use of the horn.

INSTALLATION

The horn can be permanently installed in your arena, or carried from event to event as outlined below:

Permanent Installation

The horn can be permanently mounted via a bracket or stand you provide. Select a location for the horn where the cables exit downward (to prevent water from flowing in via the cables), the power cable can reach an outlet, and the 25 foot signal cable can reach the timer console.

Portable Installation

The horn can be carried from event to event and simply "hung over the edge" using rope, wire, etc. The large screws present where the cables enter the horn are convenient points for attaching rope or wire. *Do not hang the horn by the power or signal cords!*

Two cables exit from the horn: a 25 foot cable to connect to the MD-300 Timer console, and a power cord to plug into a wall outlet. Insert the small plug into the **HORN** jack on the rear of the MD-300 Timer console and plug the power cord into a standard 110 volt outlet.

HORN OPERATION

When used with the MD-300 Timer, the OE-200 Automatic Horn will sound in the following four cases:

- 1) Manually sounded by pressing the **SETUP** button while holding down the **PREVIOUS TIME** button (see next section).
- 2) Automatically sounded during roping events when the MD-300 Timer detects a broken barrier.
- 3) Automatically sounded, and the timer stopped, after a specified time has elapsed (e.g., eight seconds for bull riding, two and one-half minutes for cutting). This is the *Final Horn* time.
- 4) Automatically sounded, and the timer continues to run, as a warning horn prior to expiration of time and sounding of the Final Horn (item 3). This is typically used for team penning events. This is the *Warning Horn* time.

Whenever an event type is selected on the MD-300 Timer console, the Final Horn and Warning Horn times (if any) are automatically set based on the type of event selected. For example, when the bull riding event is selected, the horn is automatically set to sound and stop the timer at eight seconds. When the cutting event is selected, the horn is automatically set to sound and stop the timer after two and one-half minutes. When the team penning event is selected, the Warning Horn is set to sound at sixty seconds and the Final Horn set to sound and stop the timer at ninety seconds. However, if these default settings are not the values that you require, you may override these values with your own preferences. In addition, you can permanently record your preferences so that your own values for horn time(s) are selected for a particular event instead of the original factory defaults.

Please refer to the *Timer Setup - Setting the Warning and Final Horn Times* and the *Timer Setup - Selecting Event Type* sections of the *MD-300 Electronic Timer User's Manual* for details on the horn times selected for each event type and how to manually set new horn times.

Manually Sounding the Horn

To manually sound the horn, press the **SETUP** button while holding down the **PREVIOUS TIME** button (the **PREVIOUS TIME** button is used like the SHIFT key on a typewriter). Note that the horn sounds for as long as the **SETUP** button is pressed. Try repeatedly pressing the **SETUP** button while continuing to hold down **PREVIOUS TIME**. Note that the horn sounds in direct response to presses of the **SETUP** button.

Roping Events

When used with the RP-250 Electric Eye Barrier (event types Rope 2 and Rope 3), the horn is used to alert everyone in the arena that the timer has detected a "broken barrier." No additional set-up is required to use the horn for these events other than to connect the horn to the timer and plug the horn into an A/C outlet.

To keep roping events moving along, you may want to set a Final Horn time to signal "give up" to the current rider or team. For example, you can set the horn to go off at 30 seconds. If after 30 seconds the timer has not been stopped, the horn will sound and stop the timer. If desired, this can be done for any of the roping event types (Rope 1, Rope 2 or Rope 3). As detailed in the *MD-300 Electronic Timer User's Manual*, you can temporarily set this Final Horn time, or permanently record your preference and have it automatically set any time a particular roping event type is selected.

Bull and Bronc Riding

When the "Bull" event type is selected on the MD-300 Timer console, the Final Horn time is set to eight seconds. When the bull is released, the timer operator starts timing by pressing the **START/STOP** button. The timer automatically resets to zero and begins timing. When eight seconds have elapsed, the horn sounds and the timer automatically stops. The timer is now ready for the next rider.

As detailed in the *MD-300 Electronic Timer User's Manual*, you can select a time interval other than eight seconds for the Final Horn time. You can also permanently record your time preference and have it automatically set any time the bull riding event type is selected.

NOTE: The duration that the horn sounds (for any event) can be shortened or lengthened. Contact FarmTek for assistance.

Team Penning

When the "Pen" (team penning) event type is selected on the MD-300 Timer console, the Warning Horn time is set to 60 seconds and the Final Horn time is set to 90 seconds. As detailed in the *MD-300 Electronic Timer User's Manual*, you can temporarily override these horn times, or if desired, permanently record different horn times, and have these times automatically set any time the team penning event type is selected. The MD-300 Timer supports team penning as follows:

- Before use, select the team penning event type ("Pen") on the MD-300 console.
- Set the MD-300 Electric Eyes across and outside the arena to form an invisible start line. When any rider breaks this start line, the timer automatically resets to zero and begins timing.
- Once the timer is started, further interruptions of the light beam are ignored.
- At the specified Warning Horn time (factory default is 60 seconds), the horn sounds a short burst and the timer continues to run.
- When the Final Horn time is reached (factory default is 90 seconds), the horn sounds one long burst and the timer stops.
- The timer can be stopped at any time by pressing the **START/STOP** button.

For team penning events, whenever the timer is stopped – whether manually or after the expiration of the time limit – the electric eyes are disabled. This allows animals and personnel to cross through the electric eyes while preparing for the next team without starting the timer. While the eyes are disabled, the message "Eye Off" is flashed on the display to remind you that the eyes are disabled. To re-enable the electric eyes for the next team, press the **RESTART** button while holding down the **PREVIOUS TIME** button (the **PREVIOUS TIME** button is used like the SHIFT key on a typewriter). The message "Eye On" is displayed briefly while **RESTART** is pressed and then the flashing "Eye Off" message is removed. (If desired, you can turn off the automatic disable feature. Call FarmTek for assistance.)

Cutting

When the "Cut" (cutting) event type is selected on the MD-300 Timer console, the Final Horn time is set to two and one-half minutes. As detailed in the *MD-300 Electronic Timer User's Manual*, you can temporarily override this Final Horn time, or if desired, permanently record a different Final Horn time and have this horn time automatically set any time the cutting event type is selected.

The MD-300 Timer supports cutting events as follows:

- Before use, select the cutting event type ("Cut") on the MD-300 Timer Console.
- Set the MD-300 Electric Eyes across and outside the arena to form an invisible start line. When any rider breaks this start line, the timer automatically begins timing.
- Once the timer is started, further interruptions of the light beam are ignored.
- When the Final Horn time has elapsed, the horn is sounded and the timer stops.
- The timer can be stopped at any time by pressing the **START/STOP** button.

For cutting events, whenever the timer is stopped – whether manually or after the expiration of the time limit – the electric eyes are disabled. This allows animals and personnel to cross through the electric eyes while preparing for the next team without starting the timer. While the eyes are disabled, the message "Eye Off" is flashed on the display to remind you that the eyes are disabled. To re-enable the electric eyes for the next team, press the **RESTART** button while holding down the **PREVIOUS TIME** button (the **PREVIOUS TIME** button is used like the SHIFT key on a typewriter). The message "Eye On" is displayed briefly while **RESTART** is pressed and then the flashing "Eye Off" message is removed. (If desired, you can turn off the automatic disable feature. Call FarmTek for assistance.)

Show Jumping

When either of the show jumping event types is selected ("Eqst 1" or "Eqst 2"), the MD-300 Timer can be used to assist the time keeper in ensuring that the rider starts in a timely manner. The time keeper can manually sound the horn to signal to the next rider that they may begin (see the "Manually Sounding the Horn" section). If the timer is not started within sixty seconds after the horn is manually sounded, the timer console sounds three quick beeps and displays the message "rider" to warn the time keeper that the rider has not entered the course. As soon as the timer is started, or any button is pressed, the message is erased. You can change the starting period to a value other than sixty seconds if desired. Contact FarmTek for assistance.

If sounding of a "time limit" horn is desired, you may set the Final Horn value to the required time limit. Whenever the timer reaches the specified Final Horn time, the horn will sound one long burst. When used for jumping events, the timer will continue to count even after the

Final Horn is sounded. As detailed in the *MD-300 Electronic Timer User's Manual*, you can temporarily set this Final Horn time, or if desired, permanently record a Final Horn time and have this time automatically set any time the jumping event type is selected.

WARRANTY INFORMATION

ONE YEAR LIMITED WARRANTY:

If within one year from the date of purchase, any part of your OE-200 horn fails to function properly due to a defect in material or workmanship, FarmTek, Inc. will repair or replace the defective unit free of charge. Purchaser is responsible for costs incurred in the delivery or shipment of the defective unit to FarmTek, Inc. for repair.

FarmTek, Inc. is not responsible for any consequential damages caused by the use or misuse of the OE-200 horn.

Some states do not allow the exclusion or limitation of consequential damages and some states do not allow limitations on how long an implied warranty lasts, so the above limitations and exclusions may not apply to you.

IF YOUR HORN NEEDS REPAIR:

No returns will be accepted without a RETURN AUTHORIZATION NUMBER. This number can be obtained by calling or writing FarmTek, Inc. and describing the nature of the problem. All returns must be clearly marked with the return authorization number on the package.