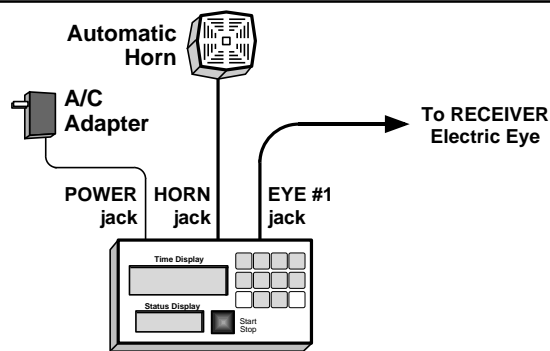


Preparation For Use (Using Electric Eyes)

CUTTING (1)

- 1) Attach each electric eye to a tripod. Place the eyes on opposite sides of the arena to form a start line between them. **Important:** Extend tripod legs fully to ensure the electric eyes are high enough to be broken by the horse's body (not its legs).
- 2) Turn the Transmitter electric eye ON. The batteries inside the Transmitter must be charged before use, or the Transmitter may be operated from electricity using either of the A/C adapters provided with the timer.
- 3) Align the electric eyes. The electric eye on the opposite side of the arena should be directly in-line when sighting down either line on top of the electric eye (left to right alignment), and when sighting down the crack on the side of the unit (up and down alignment).
- 4) Connect the long cord from the Receiver electric eye in the arena to the EYE #1 jack on the timer in the announcer's booth.

Preparation For Use (General)



- 1) Plug the gray cable from the automatic horn into the HORN jack on the timer console. Plug the black power cord from the horn into an outlet. If instead of the horn, you have a scoreboard with a built-in horn, plug the data cable from the scoreboard into the DISPLAY jack on the timer.
- 2) Turn on the timer in the announcer's booth by plugging the A/C adapter provided with the timer into a wall outlet and into the POWER jack on the timer. If the timer fails to come on, unplug the A/C adapter and then plug it back in.
- 3) The current event type (Barrel Racing, Cutting, etc.) is shown on the Status display on the timer console. **If CUTTING is not displayed, select the Cutting event as shown to the right.**

To Select the Cutting Event

- 1) Press SETUP to access Setup functions.
- 2) Press ENTER to select a new event.
- 3) Press NEXT CHOICE until Cutting is displayed.
- 4) Press ENTER to select the Cutting event.

Setting the Ride Time

The default time limit is 2:30. This can be changed as shown below. Once changed, the time limit is permanently saved in the timer until changed in the future.

- 1) Press SETUP to access Setup functions.
- 2) Press NEXT CHOICE once so Set Final Horn is displayed.
- 3) Press ENTER to display the current horn setting.
- 4) To keep the same time, press the ENTER button, or, key in a new time followed by the ENTER button. To correct a mistake while entering a time, *press and hold down* the CLEAR TIME key until the time is cleared to zero.

The bottom right corner of the Status display is continuously updated with the alignment status of the electric eyes. When an electric eye is aligned, its eye number is displayed. (In the case of cutting, this is always Eye #1.) If not aligned, an "x" is displayed.

Alignment	Display Shows
Eyes aligned	Eye # <u>1</u>
Not aligned (or beam broken)	Eye # <u>X</u>

Note: Until an electric eye is connected and turned on for the first time, no alignment information is displayed.

Timer Operation

- 1) The timer automatically begins counting down from the time limit when the rider breaks the electric eye beam or the START/STOP button is pressed. (Note: The electric eyes only start the timer, they *will not stop* the timer).
- 2) When time expires, the horn is sounded and the timer automatically stops. At this time, a score can be entered (see *Entering a Score* below).

If the electric eyes are used, they are disabled whenever the timer stops. This allows arena preparation between riders without starting the timer. A flashing OFF message is displayed over the electric eye status to remind the operator that the eyes are disabled.

After the arena is cleared for the next rider, press the EYES ON button to re-enable the electric eyes.

Entering a Score

Press the SCORE/PENALTY button. Then, key in the score, followed by the ENTER key. Pressing the decimal point button moves the input cursor to the right of the decimal. However, zeros to the right of the decimal *do not* need to be entered.

After the score is entered, it is shown on the main time display, on the scoreboard, and on the printer (if connected). The score remains on the display and scoreboard until time starts for the next rider.

Correcting Mistakes

If a mistake is made while entering the score, press *and hold down* the CLEAR TIME button until the timer beeps and the score value is cleared.

If ENTER has already been pressed, simply start the score entry process over - the new score replaces the previous score.

Useful Features

Accidental Timer Stop

If the timer is accidentally stopped during a run, *the rider can still be accurately timed* by pressing the RESTART button. As long as RESTART is pressed before time expires, timing is resumed without any loss of time.

Previous Time/Score Recall

Use the PREV and NEXT keys to scan back and forth through previous times and scores. The previous time display is removed after about ten seconds, or by

pressing any other key. You may view a previous score even while the timer is running.

Skipping a Rider / No Score

Pressing the NO TIME button prints "-- No Score --" on the optional printer. This ensures a line is present on the printer for each contestant registered to ride. If a score is not entered for a rider, the printer *automatically* prints "--No Score" for the rider when the timer starts for the next contestant.