

Preparation For Use

POWER & SPEED (1)

Power and speed classes require three sets of electric eyes. Eye #1 starts timing of the power phase. Eye #2 stops the power phase and starts the speed phase. Eye #3 stops the speed phase. Place the eyes in the appropriate location on course and follows these steps to complete preparation:

- 1) Attach each electric eye to a tripod. Place Transmitter/Receiver pairs facing each other to form start/stop lines between the eyes. *Extend tripod legs fully* to ensure the eyes are high enough to be broken by the horse's body (not its legs).
- 2) Turn the Transmitter electric eyes ON. The batteries inside the Transmitters must be charged before use, or the Transmitters may be operated from electricity using the A/C adapters.
- 3) Align the electric eyes. The opposing electric eye 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 eye (up and down alignment).

- 4) Connect cables from each Receiver electric eye to the corresponding electric eye jack on the timer console in the announcer's booth.
- 5) Turn on the timer console by plugging the A/C adapter into a wall outlet and into the POWER jack on the timer. (The optional A/C Eliminator can be used instead of an A/C adapter).
- 5) The current event type is displayed on the timer. *If POWER PHASE is not displayed, select the Power & Speed event as follows:*
 - a) Press SETUP to access Setup options.
 - b) Press ENTER to pick a new event.
 - c) Press NEXT CHOICE until Power & Speed is displayed.
 - d) Press ENTER to select Power & Speed.

Setting Course Times

A power phase course time and a speed phase course time should be specified.

Power Phase: The power phase starts when Eye #1 is broken and finishes when the rider breaks Eye #2, or exceeds twice the course time. If the rider completes the power phase prior to expiration of time allowed, then timing automatically begins for the speed phase. Otherwise, the horn sounds and timing stops upon completion of the power phase. If the power phase is not to be timed, enter a course time of zero for the power phase.

Speed Phase: The speed phase starts when Eye #2 is broken before expiration of the power phase course time. Upon expiration of the speed phase course time, accumulation of time faults commences. At twice the speed phase course time, the horn sounds and the timer is stopped. If time faults are not to be accumulated, enter a speed phase course time of zero.

To set the course times for the power and speed phases, follow these steps:

- 1) Press SETUP to access timer setup features.
- 2) Press NEXT CHOICE until the *Power Phase Time* option is displayed, then press ENTER.
- 3) To accept the course time shown, press ENTER, or key in a new time followed by the ENTER key. (To fix a mistake, press *and hold down* the CLEAR TIME key until the time is cleared).
- 4) After entering the power phase time, the option for entering the *Spd Phase Time* is displayed. Press ENTER to display the speed phase time.
- 5) To accept the speed phase course time shown, press ENTER, or enter a new course time followed by the ENTER key.
- 6) After entering the speed phase time, the option for modifying the time fault value for the speed phase is displayed. Press SETUP to exit the setup mode and return to normal timing.

The bottom right corner of the Status display shows the alignment status of each electric eye. When an electric eye is aligned, its eye number is displayed. If not aligned, an “x” is displayed.

Alignment	Display Shows
Eyes aligned	Eye #1 Ξ Ξ
Eye #2 not aligned (or beam broken)	Eye #1 \times Ξ

Important! When setting up the electric eyes, always take time to align the eyes as outlined above – *even if the timer indicates the eyes are aligned*. This ensures a strong alignment instead of a possibly marginal alignment.

Timer Operation

- 1) The timer displays the most recently completed phase (POWER PHASE or SPEED PHASE) on the bottom display. It does not matter which phase is displayed before a rider starts – breaking Eye #1 will always start timing of the power phase.
- 2) Sound the horn and start the count down timer by pressing the COUNT DOWN (Cattle Num) button. If a count down start timer is not needed, sound the horn by pressing the HORN button.
- 3) Make sure the electric eyes are enabled by pressing the EYES ON button before the rider is ready to cross the start line. When the rider crosses Eye #1, the timer begins timing from zero and the eyes are automatically turned back off.
- 4) If jumping faults occur, press the NO TIME button to prevent timing of the Speed Phase. Press NO TIME again to turn jumping faults back off.
- 5) As the rider nears the end of the power phase of the course, press the EYES ON button to re-enable the electric eyes. If the rider crosses Eye #2 before expiration of the power phase and with no jumping faults, timing of the speed phase begins automatically. The rider’s power phase time is shown on the timer’s Status display. If a scoreboard is connected, it shows the power phase time for several seconds before reverting to the running time of the speed phase.
- 6) As the rider comes to the end of the speed phase, press the EYES ON button to re-enable the electric eyes. When Eye #3 is crossed, the timer stops and the eyes are automatically turned back off. If the rider’s time exceeds the time allowed, time faults are shown on the timer’s Status display. At twice the speed phase course time, the timer automatically stops and sounds the horn.

Useful Features

Dislodged Jump

If a rider dislodges a jump, sound the horn by pressing the HORN button and stop the clock by pressing the START/STOP button. Press RESTART (*not the START/STOP key*) to resume timing.

Previous Time Recall

Use the PREV and NEXT keys to scan back and forth through previous times, time faults and the associated phase are also shown.

Accidental Beam Break

If an electric eye accidentally stops the timer, the rider can still be accurately timed. Pressing the RESTART button resumes timing as if the timer had never been stopped. (**Note:** If the timer is manually

stopped using the START/STOP button, RESTART resumes timing from the time shown on the display)

Setup Options

Faults per second (or other unit of time) can be set for the power and speed phase using the Power Faults and Speed Faults setup options. See the “Advanced” page of the Show Jumping instructions for further information.

Duration of the starting count down timer can be changed using the Start Timeout setup option.

How long the scoreboard holds the power phase time can be changed using the Set Hold Time option of Scoreboard Options in the setup menu.