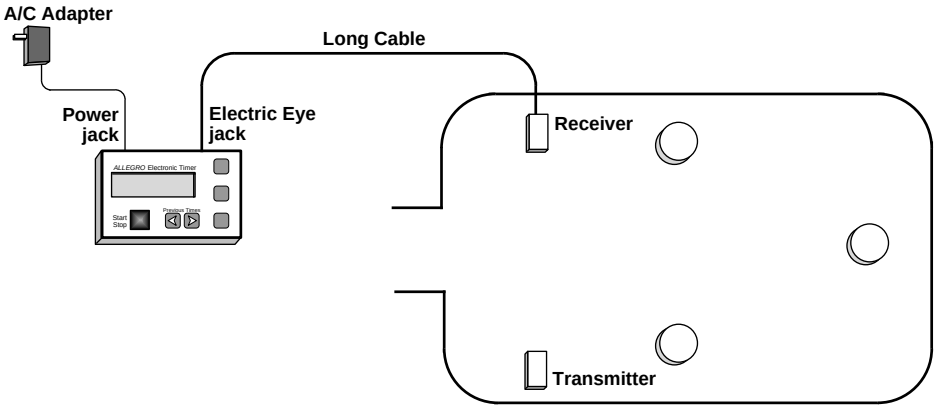
Preparation For Use

1) Attach each electric eye to a tripod. Place the eyes on opposite sides of the arena to form a start/stop 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 **Electric Eye** jack on the timer in the announcer's booth.
5) Turn on the timer in the announcer's booth by plugging either A/C adapter provided with the timer into a wall outlet and into the **Power** jack on the timer. (If purchased, the optional A/C Eliminator battery pack can be used instead of an A/C adapter).
6) When the timer is first turned on, a time of "0.000" is displayed. If the timer fails to come on, try again by unplugging the A/C adapter from the timer, and then plugging the A/C adapter back into the **Power** jack on the timer.



Typical Arena Setup

Checking Eye Alignment

Any time the electric eyes ***are not*** aligned, the **Check Eyes** indicator is shown on the display. If the eyes are aligned, the indicator is not shown.

Note that the **Check Eyes** indicator also comes on any time the beam is broken, and remains on for as long as the beam is broken.

Timer Operation

1) As the rider enters the arena and breaks the beam, the timer automatically begins timing from zero.
2) As the rider completes the run and again breaks the beam, the timer stops and shows the rider's time. The timer is now ready for the next rider!

Note: After the beam is broken, it is ignored for about 2 seconds to allow dust to settle.

Manual Start/Stop

The **Start/Stop** button starts and stops the timer just as if the electric eye beam had been broken.

Accidental Beam Break

If the timer stops accidentally stops during the middle of a run, *the rider can still be accurately timed*. Pressing the **Restart** button resumes timing as if the timer had never been stopped. As long as **Restart** is pressed before the ride is completed, the time is not lost. (Note: The ***Allegro*** timer console beeps whenever the beam is broken to alert you if the timer happens to stop during the middle of a run.)

Locking Out The Electric Eyes

Some events require the rider to pass through the beam several times during a run. For these events, the eyes can be disabled during the run, then re-enabled before the rider finishes. To disable the electric eyes, press the **Eyes On/Off** button. While the eyes are disabled, the **Eyes Off** indicator is shown on the display. Pressing the **Eyes On/Off** button again re-enables the electric eyes and removes the **Eyes Off** indicator.

Viewing Previous Times

The ***Allegro*** saves times and penalties for the most recent 25 riders. Press the left arrow button to scroll backwards through times and the right arrow to move forward. Previous times are identified on the display by the presence of the **Prev Time** indicator.

When viewing a previous time, its position relative to the current time is displayed as long as the arrow button is held down. For example, “1” is shown while the left arrow is pressed for the most recent previous time. “2” is shown while the left arrow is pressed for the second previous time, etc.

Previous times are displayed for 8 seconds or until the timer starts, stops, or another button is pressed. After 8 seconds, the original display is restored.

Penalties

Entering Penalties

Penalties can be entered while the rider is on course or after a run is completed. Each press of the **Penalty** button adds 1 penalty to the current run. The **Penalties** indicator displays the total number of penalties recorded. Up to five penalties can be added to a run.

While time is running, the time shown ***does not*** include the penalties. When time is stopped, the time value of the penalties is added into the time shown.

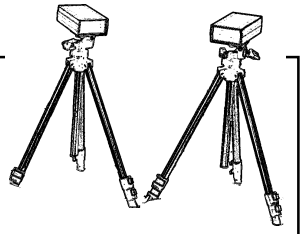
Time Value For Each Penalty Point

The preset time value for each penalty is 5 seconds. To change the time value for a penalty, press and hold down the **Penalty** button until the timer beeps and the current penalty value is displayed. Press the left arrow button to lower the penalty value and the right arrow to increase the penalty value. When the desired penalty value is reached, press the **Penalty** button again. The new penalty time value is permanently saved until changed again in this same manner.

Trouble Shooting

1) Verify that the Transmitter electric eye is turned on and that the red light on its rear panel is flashing. If not flashing, the batteries are dead and the unit must be operated from an A/C adapter.
2) Unplug power (the A/C adapter) from the timer, then unplug and re-connect all electric eye plugs. After eye connections are made, plug power back into the timer.
3) If using extension eye cords, ensure there is slack at the junction between cords and the junction hangs down slightly. **Note**: Wrapping tape around the junction ***does not*** help!

LONG RANGE ELECTRIC EYES



The Long Range Electric Eyes are used to form an invisible start/stop line for barrel racing, pole bending, and other speed events, as well as a starting line for team penning, cutting, and optionally, roping.

- The Transmitter electric eye has built-in rechargeable batteries to allow operation in the arena without A/C power. If the batteries are not charged, the Transmitter can be operated from electricity.
- The Transmitter must be switched ON to operate. If an A/C adapter is plugged into the Transmitter, the unit runs from A/C power, otherwise, the unit runs from its internal batteries.
- When not in use, the Transmitter must be turned OFF to prevent over-discharge of the batteries.

Rechargeable Battery Care

Charging the Battery

- Use the A/C adapter to charge the battery. Plug the Transmitter into electricity for about 14 hours. Make sure the unit is OFF when charging. Do not charge for more than about 14 hours.
- After a full charge, the Transmitter will operate about 12 hours. Typically, this is enough time to use the Transmitter on several occasions before recharging is needed.
- When *not in use*, a rechargeable battery will drain from full to empty in about three months – losing roughly 1/3 of its charge per month.
- If the condition of the battery is not known, you can maximize performance of the battery by fully discharging and then fully charging the battery. This should be done a day or so before your event. To discharge the battery, leave the Transmitter on until the red light stops flashing. Then, turn the Transmitter off and give it a full 14 hour charge.

Checking Battery Condition

A lamp on the rear panel of Transmitter provides an indication of battery condition. The lamp is brightest when viewed from straight-on.

- When the Transmitter is ON, a steadily blinking lamp indicates the batteries are still operational.
- Irregular blinking occurs when the battery is on its last breath – assume the battery is dead.
- If the lamp is off, the batteries are dead and need recharging. The Transmitter will not operate unless plugged in or recharged.

When the Transmitter is first turned on after being off for a period, even a discharged battery may temporarily have enough voltage to indicate "good." However, a discharged battery will quickly drain and indicate "dead." Therefore, leave the Transmitter on for 30 to 60 seconds before checking battery condition.

Notes

- ***Do not store the Transmitter when it is fully discharged***. It should be charged within a day or so, at most, after being fully discharged.
- When the Transmitter is stored for extended periods of time, it should be given a full charge every three months. ***Even if you always run the Transmitter from electricity, the batteries should be given a full charge once every three months.***

Two Timers At Once

Two timers can be used at the same time to provide back-up for each other. However, when two Transmitters are on at the same time, they may interfere with each other at the Receiver. To prevent problems, set up both complete timers, stacking the electric eyes directly on top of each other. However, *only turn on one of the two* Transmitters. Both Receivers will "see" the beam, but since the beam is coming from only one Transmitter, there is no interference.