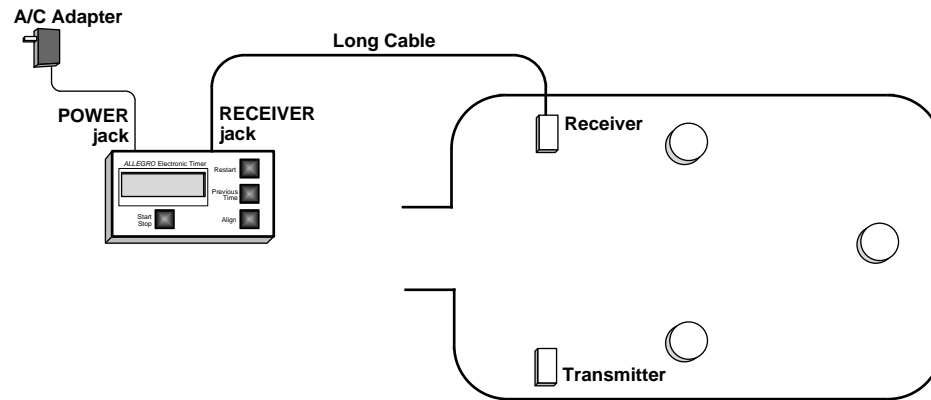


Preparation For Use

BARREL RACING (1)

- 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 RECEIVER 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, unplug the A/C adapter from the timer, and then plug the adapter back in.



Typical Arena Setup

Checking Eye Alignment

- 1) With the timer stopped, press the ALIGN button on the timer console. If the eyes are aligned, "Good" is displayed. If the eyes are not aligned (or something is currently breaking the beam), "Bad" is displayed.
- 2) The display will continue to update with "Good" or "Bad" - *Press the ALIGN button once again to return to normal timing operation.*

Timer Operation

- 1) When 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!
- (After both start and stop, the beam is ignored for about 2 seconds to allow dust to settle.)

Useful Features

BARREL RACING (2)

Manual Start/Stop

The START/STOP button starts and stops the timer just as if the electric eye beam had been broken.

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, *hold down* the SHIFT key and press the EYES ON/OFF button (the SHIFT button is used like the shift key on a typewriter). While the eyes are disabled, the message EYE OFF flashes on the display. The eyes are re-enabled in the same way: Press the EYES ON/OFF button *while holding down* the SHIFT button. The flashing EYE OFF message is removed and the eyes are re-enabled.

Accidental Beam Break

If the timer stops accidentally during the middle of a run, *the rider can still be accurately timed* (the Allegro timer continues timing even while it is stopped!). 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.)

Previous Time Recall

To view the previous rider's time, press and hold down the PREVIOUS TIME button. The previous rider's time is displayed until the button is released. (The previous time can be viewed even while the timer is running.)

Two Timers At Once

Two complete 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, follow these directions:

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.

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. Plug an A/C adapter into the Transmitter and leave the Transmitter OFF for a minute or two, then turn the Transmitter ON and it will continue to run from the 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 extra cords between the timer and the electric eyes, any sort of strain relief which prevents stress on the coupling between the cords is beneficial. For example, bind the two cords to the fence such that there is slack at the junction between the cords and the junction hangs down slightly. This way, when the cords are pulled, the junction is not affected. (NOTE: Wrapping tape around the junction *does not* help!)

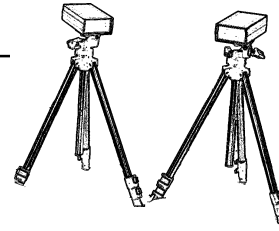
LONG RANGE ELECTRIC EYES

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.