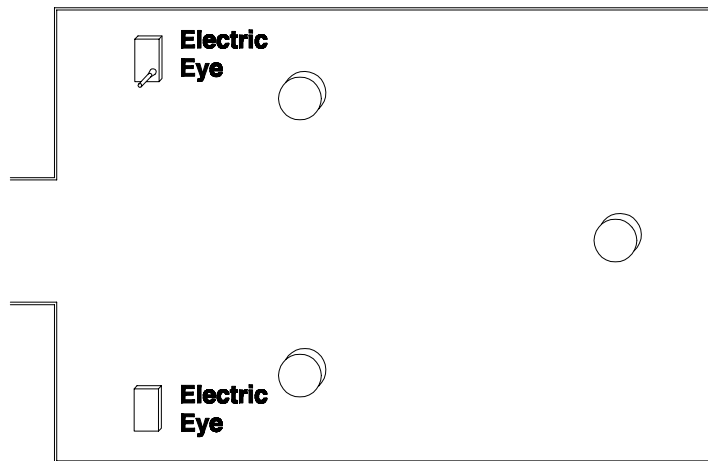


## Preparation For Use

# 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. *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 electric eyes ON. The power indicator lamp on each unit should glow steadily. If the indicator is blinking, the battery is low and should be replaced as soon as possible.
- 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 electric eye (up and down alignment).
- 4) 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. (The optional A/C Eliminator battery pack can be used instead of an A/C adapter).
- 5) 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.
- 6) Walk through the electric eye beam at least once to force the eyes to send a message to the timer console. This makes the **Allegro** console update its electric eye alignment indicator (see below).



Typical Barrel Racing Layout

## Checking Eye Alignment

The **Check Eyes** indicator is shown on the time display when the electric eyes are *not* aligned or anytime the beam is broken.

**Important!** When setting up the electric eyes, always take the time to align the eyes as outlined in Step 3 above— *even if the timer indicates the eyes are aligned*. This ensures a strong alignment instead of a possibly marginal alignment.

## Timer Operation

- 1) As the rider enters the arena and breaks the beam, the timer automatically begins timing from zero.
- 2) When the rider finishes 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.

## 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.

### Accidental Beam Break

If the timer 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 the **Restart** button is pressed before the ride is completed, the time is not lost. To alert you, the timer console beeps whenever the beam is 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, 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 100 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.

### Electric Eye Jack

The wireless **Allegro** timer console can be used with conventional, wired electric eyes by connecting the cable from the eye into the **Electric Eye** jack on the rear of the console. The radio link is disabled when a wired electric eye is connected.

## 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 Suggestions

- Verify both electric eyes are on and aligned. If the power light is flashing, replace the battery.
- Unplug power (the A/C adapter) from the timer console, then re-connect power.
- Ensure a clean “line of sight” between the timer console and the electric eye with the antenna.
- Move the timer console and the electric eye with the antenna away from large metallic objects or potential sources of radio interference.
- Reset the electric eye ID Code in the timer console (see the Wireless Electric Eyes card).