OE-200
Automatic Horn

User's Manual
(MD-200 Version)

FarmTek

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Congratulations on your purchase! Your new horn should provide years of trouble-free service. To maximize performance and life of your horn, please read this user's manually carefully *before* using your horn.

INTRODUCTION

Your new horn is a versatile accessory for the MD-200 Timer. Via the timer console, the horn can be programmed to sound after any time interval from one second to over 15 minutes! The horn is loud enough to be heard throughout your arena without feeding it through a P.A. system. Flexible operation allows use of the horn for bull and bronc riding, cutting and team penning!

INSTALLATION

The weatherproof horn can be permanently installed in your arena, or carried from event to event. The following sections detail each option.

Permanent Installation

The horn can be permanently mounted via a bracket or stand you provide. Select a location for the horn where the cables exit downward (to prevent water from flowing in via the cables), the power cable can reach an outlet, and the 25 foot signal cable can reach the timer console.

The horn is designed to withstand outdoor weather conditions, however, to prevent possible damage during lightning storms, the power cord should be left unplugged when the horn is not in use.

Portable Installation

The horn can be carried from event to event and simply "hung over the edge" using rope, wire, etc. The large screws present where the cables enter the horn are convenient points for attaching rope or wire. *Do not hang the horn by the power or signal cords*!

USING THE HORN

Two cables exit from the horn: a 25 foot cable to connect to the MD-200 Timer console, and a power cable to plug into a wall outlet. _With the timer console "OFF"_, insert the small plug into the **HORN** jack on the rear of the MD-200 Timer console and plug the power cable into a wall outlet.

Setting the "Horn Time"

The "horn time" (the time at which the horn sounds) can be set for any time between zero and 999 seconds. Whenever the timer reaches the horn time you have set, the horn will sound and the timer automatically stops. (Older versions of the MD-200 Timer may continue to count after the horn sounds.) If the horn time is set at zero seconds (0.000), the horn will not sound. Whenever the MD-200 Timer console is first turned on, the horn time defaults to zero seconds (0.000).

To display or set the time at which the horn sounds, press the **HORN** key (**ALIGN** key) and *hold the key down.* After about one second, "Horn" is displayed. This indicates you are in the special "horn time" entry mode. Now release the **HORN** key and the current horn time setting is displayed.

To modify the horn time setting, press the 100's, 10's, and 1's key (**START/STOP**, **RESTART**, and **PREVIOUS TIME** keys) to set the 100's, 10's, and 1's digits for the time desired. To set the horn to go off at 45 seconds, for example, press the 1's key until the 1's digit reads "5". Press the 10's key until the 10's digit reads "4". Finally, press the 100's key until the 100's digit is blank (if necessary). The display now reads "45.000" to indicate that the horn will sound when the timer reaches 45 seconds. To return to normal timing operation, press the **HORN** key again, and normal timer operation is restored.

Now that the horn time has been set, the horn will sound any time the timer counts to the time you entered. Play with this a while--it's easier than it sounds!

TEAM PENNING OPERATION

Newer versions of the MD-200 Electronic Timer support team penning as outlined below:

- Before use, the timer is set to sound the horn at the desired ending time--two minutes for example. Set the ending time as described in the "Setting the Horn Time" section.

- The MD-200 Electric Eyes are set up half way down the arena to form an invisible "starting line." When any rider breaks the beam, the timer automatically starts.

- Once the timer is started, further interruptions of the infrared light beam are ignored until the timer is manually stopped.

- Thirty seconds before the ending time is reached, the horn automatically sounds a short "warning" signal.

- When the ending time is reached, the "final" horn is sounded and the timer stops. The timer is now ready for the next team.

- The timer operator can stop the clock at any time by pressing the **START/STOP** key.

When the timer is first turned on, it is in the "normal" barrel racing mode--the time is both started and stopped by breaking the beam. For team penning operation, the timer must ignore further interrupts of the beam once a rider has broken the beam. In addition, the timer must sound the horn both at the user entered horn time *and* 30 seconds prior to the horn time. This special "team penning" mode of operation is just one of several modes in which the MD-200 Timer can operate. To place the timer into a different mode, press the **PREVIOUS TIME** key and hold the key down just as if you were displaying the previous time. *While holding down the previous time key*, press the **ALIGN** key several times. Note that each time the **ALIGN** key is pressed, a new timer mode is shown on the display. After all available timer modes have been displayed, the sequence of displayed modes will repeat. To select the team penning mode of operation, cycle through the timer modes as outlined above until "TEAM PEN" is displayed (older timers will display "PEn"), then release all keys. The timer "beeps" when the keys are released to indicate that the timer is now in the team penning mode. Once in team penning mode, the timer remains in team penning mode until it is turned off or another mode is selected as outlined above.

CUTTING OPERATION

Newer versions of the MD-200 Electronic Timer support cutting events as outlined below:

- Before use, the timer is set to sound the horn at the desired ending time--two and one half minutes for example. Set the ending time as described in the "Setting the Horn Time" section.

- The MD-200 Electric Eyes are set up half way down the arena to form an invisible "starting line." When any rider breaks the beam, the timer automatically starts.

- Once the timer is started, further interruptions of the infrared light beam are ignored until the timer is manually stopped.

- When the ending time is reached, the horn is sounded and the timer stops. The timer is now ready for the next team.

- The timer operator can stop the clock at any time by pressing the **START/STOP** key.

When the timer is first turned on, it is in the "normal" barrel racing mode--the time is both started and stopped by breaking the beam. For cutting operation, the timer must ignore further interrupts of the beam once a rider has broken the beam. In addition, the timer must sound the horn at the user specified horn time. This special "cutting" mode of operation is just one of several modes in which the MD-200 Timer can operate. To place the timer into a different mode, press the **PREVIOUS TIME** key and hold the key down just as if you were displaying the previous time. *While holding down the previous time key*, press the **ALIGN** key several times. Note that each time the **ALIGN** key is pressed, a new timer mode is shown on the display. After all available timer modes have been displayed, the sequence of displayed modes will repeat. To select the cutting mode of operation, cycle through the timer modes as outlined above until "CUTTING" is displayed (older timers may display "cut"), then release all keys. The timer "beeps" when the keys are released to indicate that the timer is now in the cutting mode. Once in cutting mode, the timer remains in cutting mode until it is turned off or another mode is selected as outlined above.

WARRANTY INFORMATION

ONE YEAR LIMITED WARRANTY:

If within one year from the date of purchase, any part of your OE-200 horn fails to function properly due to a defect in material or workmanship, FarmTek, Inc. will repair or replace the defective unit free of charge. Purchaser is responsible for costs incurred in the delivery or shipment of the defective unit to FarmTek, Inc. for repair.

FarmTek, Inc. is not responsible for any consequential damages caused by the use or misuse of the OE-200 horn.

Some states do not allow the exclusion or limitation of consequential damages and some states do not allow limitations on how long an implied warranty lasts, so the above limitations and exclusions may not apply to you.

IF YOUR HORN NEEDS REPAIR:

No returns will be accepted without a RETURN AUTHORIZATION NUMBER. This number can be obtained by calling or writing FarmTek, Inc. and describing the nature of the problem. All returns must be clearly marked with the return authorization number on the package.