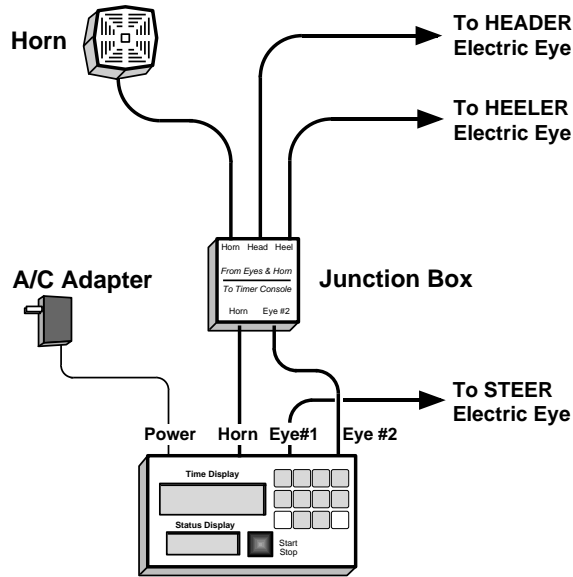


This card provides the additional information required to operate the *POLARIS* timer with a heeler barrier. *First, familiarize yourself with operation of the timer without the heeler barrier as detailed on the ROPING instruction cards.*

The primary change when using a heeler barrier is the addition of a junction box to allow connection of all the equipment required. The following instructions detail the additional steps required to operate a heeler barrier.



- 1) Set up the steer and header eyes as usual, then also mount the heeler electric eye and reflector to form a barrier at the desired distance in front of the heeler's box.
- 2) With the timer console OFF (unplugged from A/C), make the connections shown to the right:

**To Timer Console:**

- Connect a long cord from the *steer's* electric eye to the **EYE #1** jack on the timer console.
- Connect the short cords from the junction box to the **HORN** and **EYE #2** jacks on the timer.

**To Junction Box:**

- Connect the cables from the *header* eye, the *heeler* eye, and the *horn* to the corresponding jack on the junction box.
- 3) Refer to the ROPING card to turn on the timer, select the roping event, align the electric eyes, etc.
  - 4) Set the timer to use both header and heeler electric eyes. *Once this has been set, it is permanently saved in the timer until you change it – you do not need to do this each time.*
    - a) Press SETUP to access the Setup options.
    - b) Press NEXT CHOICE once so Pick Rider Eyes is displayed, then press ENTER.
    - c) Press NEXT CHOICE until Head & Heel Eye is displayed, then press ENTER.

**NOTE:** If you want to use just the header eye on occasion, it is O.K. to leave the timer set for both header and heeler eyes. The heeler eye alignment will always read “bad.” (See below).

## Checking Eye Alignment

The **bottom right corner** of the Status display is continuously updated with the alignment status of the electric eyes. When an electric eye is aligned, its eye number is displayed. If not aligned, an “x” is displayed. Eye #1 is the steer eye, #2 is the header eye, and #3 is the heeler eye. For example:

Alignment	Display Shows
All eyes aligned	Eye #1 2 3
Steer and Heeler eye aligned, Header eye not aligned (or beam broken)	Eye #1 x 3