

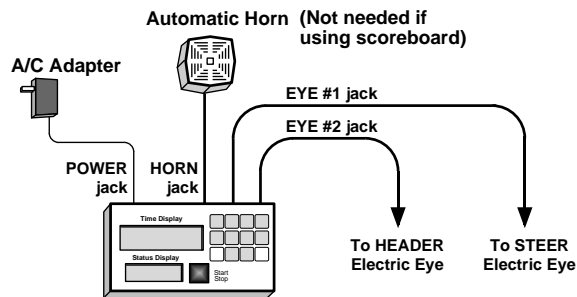
## Preparation For Use

# ROPING (1)

- 1) Choose the arena configuration (shown on the reverse side) that most closely matches your equipment and arena setup.
- 2) Mount all electric eyes and reflectors so that the beam is broken by the animal's body--not just its legs or head.
- 3) With the timer console OFF (unplugged from A/C), make the connections shown below.
  - Connect a long cord from the *steer's* electric eye to the **EYE #1** jack on the timer in the announcer's booth.
  - Connect a long cable from the *header's* electric eye to the **EYE #2** jack.
  - Connect the gray cord from the *horn* to the **HORN** jack on the timer console. Plug the power cord from the horn into a 110 volt outlet.
- 5) The current event type (Barrel Racing, Roping, etc.) is displayed on the timer. ***If ROPING is not displayed, select the Roping event as follows:***
  - a) Press SETUP to access Setup options.
  - b) Press ENTER to pick a new event.
  - c) Press NEXT CHOICE until Roping is displayed.
  - d) Press ENTER to select the Roping Event.
- 6) If using the long range (barrel) electric eyes, turn the Transmitter eye ON. The batteries inside the Transmitter must be charged before use, or the Transmitter may be run from electricity using either of the A/C adapters provided with the timer.
- 7) Align the electric eyes:
 

**Long Range (Barrel) Eyes:** The opposite electric eye should be directly in-line when sighting down either line on top of the eye (left to right alignment), and when sighting down the crack on the side of the unit (up and down alignment).

**Reflective Eyes:** Tilt the electric eye up/down and left/right while watching the *green* light on top of the eye. When the *green* light is on, the eye is aligned. Note the up/down and left/right positions where the green light turns off. Position the eye midway between these points to ensure the best possible alignment. (The *red* light comes on when the eye is aligned *and* there is a strong signal).



- 4) Turn on the timer in the announcer's booth by plugging the A/C adapter into a wall outlet and into the POWER jack on the timer. If the timer fails to come on, unplug the A/C adapter from the timer, and then plug the adapter back in.

## 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. An example is shown to the right:

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

## Timer Operation

# ROPING (2)

1) When the steer breaks its beam, the timer automatically begins timing from zero. Once started, further interruptions of the electric eyes are ignored while the timer is running.

2) When the judge drops the flag, press the START/STOP button to stop the timer.

3) The timer is now ready for the next team. No reset is required!

### Broken Barrier

If the rider breaks the barrier, the horn sounds briefly and the message "Header" is displayed. "Header" remains on the display until it is automatically removed when the timer starts for the next rider.

### By the way...

- The timer "records" a broken barrier only if the timer is started (steer released). Breaking the rider's beam without the release of a steer (front loading the box, crossed by workers, etc.) *does not* cause the timer to display or save the fault.
- The timer can be set to sound the horn when the timer "records" the fault as detailed above, *or* the horn can be sounded *any time* the rider's beam is broken. See the **ADVANCED** roping instruction card for details.

### Clean Start

If the rider does not break the barrier, the message "Clean Start" is displayed momentarily when the steer starts the timer.

## Quick Timer Check

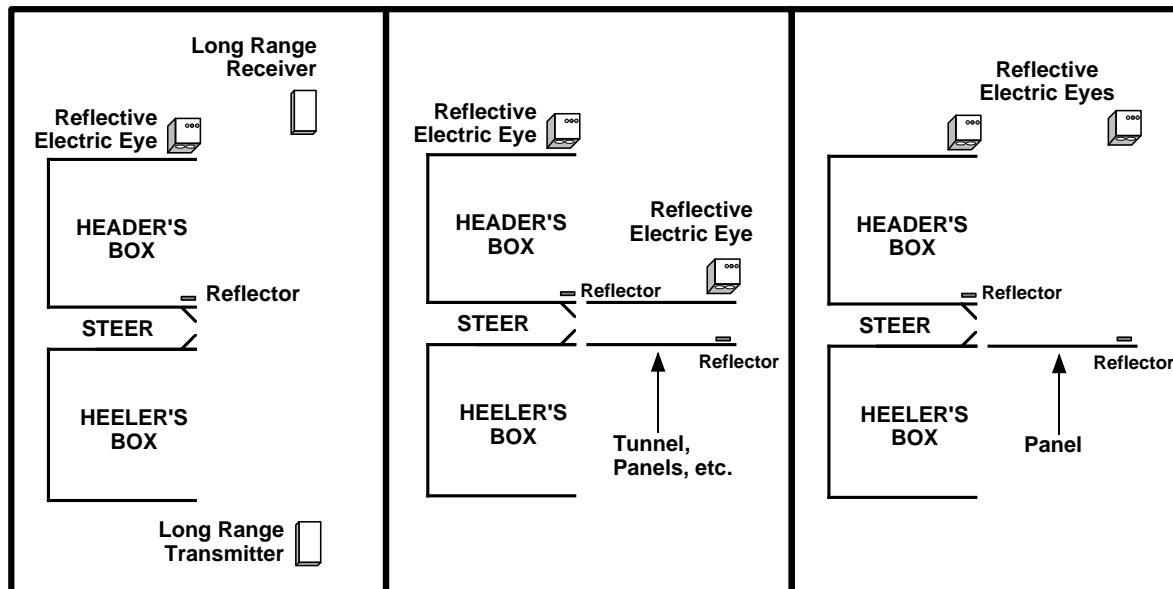
Here's a quick check to verify that each eye, cable, the horn, and the timer are all working properly:

1) Verify that ROPING is displayed as the event type on the first line of the Status Display.

2) Confirm that the timer shows each electric eye *is* aligned. Then verify the timer shows that each eye *is not* aligned when someone is breaking its beam.

3) Check the horn by pressing the HORN button.

## Typical Arena Configurations



## Keypad Features

# ROPING (Advanced)

### Accidental Timer Stop

If the timer is accidentally stopped during the middle of a run, *the rider can still be accurately timed* by pressing the RESTART button. (The timer continues timing even when stopped.) As long as RESTART is pressed before the ride is completed, no time is lost.

### Previous Time Recall

Use the PREV and NEXT keys to scan back and forth through previous times. Broken barriers, “No Times”, and penalties (if entered) are saved with each time.

The previous time display is removed after about ten seconds, or by pressing any other key. You may view a previous time even while the timer is running.

### No Time

To record a “No Time,” press the NO TIME button after stopping the timer. The message “No Time” is displayed, and if using the optional printer, a “No Time” message is printed. The “No Time” is also displayed whenever the rider's time is recalled later.

## Penalties

### Entering a Penalty

To enter a penalty, press the SCORE/PENALTY button. To accept the default penalty that is shown, press ENTER, otherwise, key in a new penalty, followed by the ENTER button. (Note: pressing the decimal point button moves the input cursor to the right of the decimal. However, *zeros to the right of the decimal do not need to be entered*).

After the penalty is entered, the Time display is updated to include the penalty. The Status display shows the original time and the penalty value. If a scoreboard is connected, it displays the time including

penalty. If a printer is connected, an additional line is printed showing the penalty and time with penalty.

### Correcting Mistakes

To correct a mistake while entering a penalty, press and hold down the CLEAR TIME button until the timer beeps and the penalty value is cleared to zero (about one second).

If ENTER has already been pressed, simply start the penalty entry process over - the new entry replaces the previous penalty.

## Steer Electric Eye Type

The first line of the Status Display shows the type of electric eye the timer is using for the steer score line. By default, the timer assumes a reflector type eye is used. However, as soon as a long range eye is connected and turned on, the timer immediately switches to using the long range eye.

### EYE TYPE

Reflector Eye

Long Range Eye

### STATUS DISPLAY

ROPING  

ROPING  

The *POLARIS* timer has many features that can be customized to meet the particular needs of you and your arena. These items are changed using a “menu” of different setup options. ***Changing settings is easy:***

- 1) With the timer stopped, press the SETUP button to access the setup options.
- 2) If the desired option is displayed, do what is instructed on the display (usually, just pressing the ENTER button). Otherwise, press NEXT CHOICE to show the next available option.

Note the following:

- You can exit Setup without making a change by pressing the SETUP key, or by selecting the Exit Setup option when it is displayed.
- To help you identify the settings currently in use, an asterisk (\*) is displayed next to an item when it is the present setting.
- Changes you make are permanently saved until changed again using the Setup menu.

***Common Setup Options*** (change these as outlined above)

Following are a few Setup options that you may want to change. Use the procedure described above to change these items. In addition to the items listed here, there are other options that can be changed to customize your timer. *If the timer is not doing exactly what you need, chances are, it can – call us for assistance!*

### ***Rider Electric Eyes***

The timer can operate with:

- No rider eyes (automatic rope barrier release)
- One rider eye (header only, calf roping, etc.)
- Two rider eyes (header & heeler)

To change which rider eyes are used, choose the Pick Rider Eyes Setup option. Then choose one of the three combinations shown above.

### ***Time Expired Horn***

To speed up the roping and reduce cattle fatigue, you may want to set a time limit. By choosing the Set Final Horn option, you can enter a time limit after which the horn automatically sounds and time stops.

When the Set Final Horn option is chosen, the timer displays the current horn time setting and asks you to key in a new time. To keep the horn time already displayed, press the ENTER key. Otherwise, key-in a new value followed by the ENTER key. To correct a mistake, press *and hold down* the CLEAR TIME button until the timer beeps and the time is cleared to zero (about one second).

### ***Front Loading Rider Boxes***

If your arena configuration requires the rider to pass through the barrier beam as he rides into the box—and this causes the horn to sound each time – you may want to change the Breakout Style Setup option. This option allows you to pick one of the following:

- 1) Horn with Rider – Factory default. The horn sounds any time the rider's beam is broken and the timer is not running. For example, the horn will sound as a rider front loads the box.
- 2) Horn with Steer – The horn sounds only if the rider breaks his beam and a steer is released. (The steer must start the timer within two seconds after the rider's beam is broken.) This option sounds the horn only when the timer “records” a fault as described on ROPING card #1

Yet another way of controlling when the horn sounds is to change the Auto Eye Off setting.

- 1) Auto Eye Off – Select this option to automatically disable all electric eyes after each run. The timekeeper turns the eyes back on when the next rider is ready by pressing the EYES ON button.
- 2) No Auto Eye Off – Factory default. The electric eyes are always enabled. No button presses are required between riders.