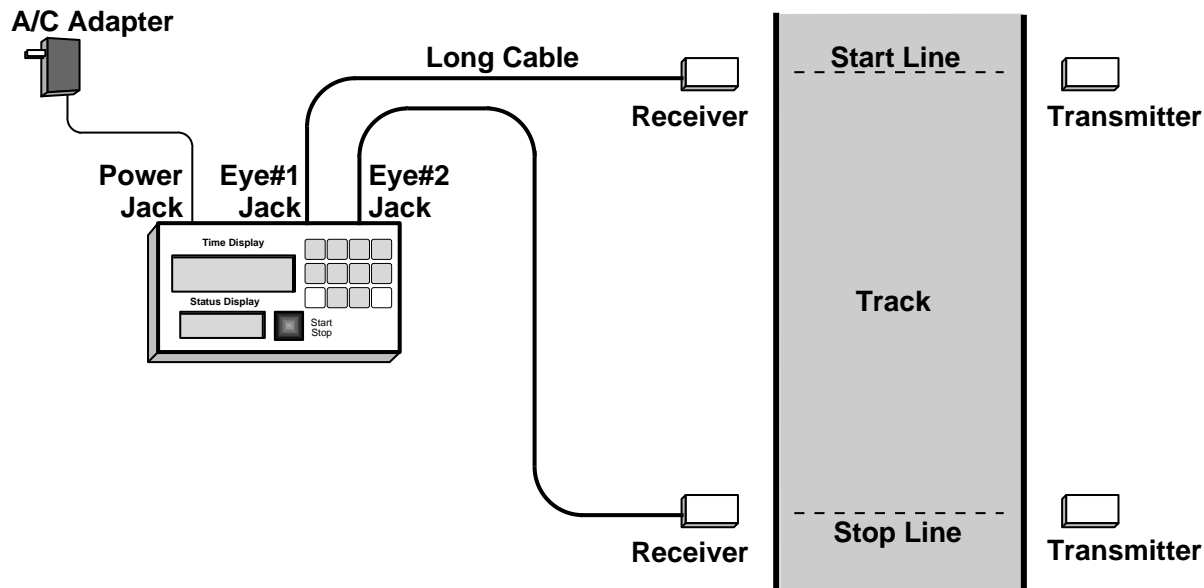


Preparation For Use

SPRINT/GENERAL (1)

- 1) Attach each electric eye to a tripod. Place Transmitter/Receiver pairs facing each other to form start/stop lines between the eyes. Adjust the tripod height to ensure the beam is broken by the body of the horse or vehicle.
- 2) Turn the Transmitter electric eyes ON. The batteries inside the Transmitters must be charged before use, or the Transmitters may be operated from electricity using the A/C adapters.
- 3) Align the electric eyes. The opposing electric eye 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 at the START line to the EYE #1 jack on the timer in the announcer's booth. Connect a second long cord from the Receiver electric eye at the STOP line to the EYE #2 jack.
- 5) 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. (If purchased, the optional A/C Eliminator battery pack can be used instead of an A/C adapter).



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 or not working, an "x" is shown. An example is shown to the right:

Alignment	Display Shows
Eyes aligned	Eye # <u>1</u> <u>2</u>
Eye #2 not aligned (or beam broken)	Eye # <u>1</u> <u>X</u>

- | | |
|--|--|
| <p>1) When the electric eye beam across the start line is broken, the timer automatically begins timing from zero – there is no need to reset the timer.</p> | <p>2) When the electric eye beam across the finish line is broken, the timer stops timing and shows the final time. The timer is now ready for the next run!</p> |
|--|--|

Useful Features

<p>Manual Start/Stop The START/STOP button starts and stops the timer just as if the electric eye beam had been broken.</p> <p>Accidental Beam Break If the timer stops accidentally stops during the middle of a run, <i>the rider can still be accurately timed</i> (the Polaris timer continues timing even while the timer 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 Polaris timer console beeps whenever the beam is broken to alert you if the timer happens to stop during the middle of a run.)</p>	<p>Locking Out The Electric Eyes Some events require the rider to pass through the beams several times during a run. For these events, the eyes can be disabled during the run, then re-enabled before the rider completes the run. To disable the electric eyes, press the EYES OFF button. "Of f" is flashed over the electric eye alignment display while the eyes are off. To re-enable the electric eyes, press the EYES ON button.</p> <p>Previous Time Recall Use the PREV and NEXT keys to scan back and forth through previous times. 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.</p>
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Advanced Features

<p>In addition to starting the timer with Eye #1 and stopping the timer with Eye #2, the timer provides several other electric eye combinations as shown to the right.</p> <p>To select a different electric eye combination:</p> <ol style="list-style-type: none"> 1) Press SETUP to access Setup options. 2) Press NEXT CHOICE once so Set Eye Usage is displayed, then press ENTER. 3) Press NEXT CHOICE to scan through the available eye combinations as shown to the right. Press ENTER when the desired eye combination is displayed. <p><u>Note:</u> An asterisk (*) is displayed next to the currently active eye combination.</p>	<table border="1"> <thead> <tr> <th>Timer Display</th> <th>Timer Action</th> </tr> </thead> <tbody> <tr> <td>Start #1, Stop #2</td> <td>Start with Eye #1, Stop with Eye #2.</td> </tr> <tr> <td>Start #2, Stop #1</td> <td>Start with Eye #2, Stop with Eye #1.</td> </tr> <tr> <td>Strt1/2 Stop2/1</td> <td>Start with either eye, then stop with the opposite eye.</td> </tr> <tr> <td>Any Start/Stop</td> <td>Start with either eye, stop with either eye.</td> </tr> <tr> <td>Winning Lane</td> <td>Start with either eye, then stop with the opposite eye, indicate which eye started the timer (winning lane).</td> </tr> </tbody> </table>	Timer Display	Timer Action	Start #1, Stop #2	Start with Eye #1, Stop with Eye #2.	Start #2, Stop #1	Start with Eye #2, Stop with Eye #1.	Strt1/2 Stop2/1	Start with either eye, then stop with the opposite eye.	Any Start/Stop	Start with either eye, stop with either eye.	Winning Lane	Start with either eye, then stop with the opposite eye, indicate which eye started the timer (winning lane).	
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