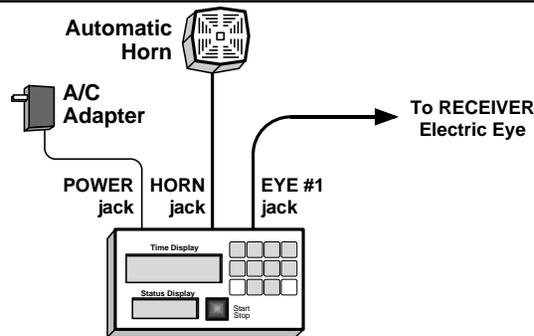


Preparation For Use (Using Electric Eyes)

TEAM PENNING (1)

- 1) Attach each electric eye to a tripod. Place the eyes on opposite sides of the arena to form a start line between them. **Important:** 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 Transmitter electric eye ON. The batteries inside the Transmitter must be charged before use, or the Transmitter may be operated from electricity using either of the A/C adapters provided with the timer.
- 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 unit (up and down alignment).
- 4) Connect the long cord from the Receiver electric eye in the arena to the EYE #1 jack on the timer in the announcer's booth.

Preparation For Use (General)



- 1) Plug the gray cable from the automatic horn into the HORN jack on the timer console. Plug the black power cord from the horn into an outlet.
- 2) 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. If the timer fails to come on, unplug the A/C adapter and then plug it back in.
- 3) The current event type (Barrel Racing, Team Penning, etc.) is shown on the Status Display on the timer console. **If TEAM PEN is not displayed, select Team Penning as shown to the right.**

To Select the Team Penning Event

- 1) Press SETUP to access setup functions.
- 2) Press ENTER to pick a new event.
- 3) Press NEXT CHOICE until Team Penning is displayed.
- 4) Press ENTER to select Team Penning.

Setting Horn Times

Default horns are at 60 and 91 seconds (warning horn and final horn, respectively). These can be changed as shown below. Once changed, the new horn times are permanently saved in the timer.

- 1) Press SETUP to access setup functions.
- 2) Press NEXT CHOICE until Set Final Horn or Set Warn Horn (your choice) is displayed.
- 3) Press ENTER to display the current horn setting.
- 4) To keep the same time, press the ENTER button, or, key in a new time followed by the ENTER button. To correct a mistake while entering a time, *press and hold down* the CLEAR TIME key until the time is cleared to zero.

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. (For Team Penning, this is always Eye #1.) If not aligned, an "x" is displayed.

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

Note: Until an electric eye is connected and turned on for the first time, no alignment information is displayed.

TEAM PENNING (2)

Timer Operation

- 1) The timer automatically begins timing from zero when the lead rider breaks the electric eye beam or the START/STOP button is pressed.
- 2) When the warning horn time is reached, the horn sounds and the timer continues to run.
- 3) Press the START/STOP button to stop the timer when the cattle are successfully penned.
- 4) If time expires (timer reaches the final horn time), the horn sounds and the timer automatically stops.

If the electric eyes are used, they are disabled whenever the timer stops. This allows arena preparation between teams without starting the timer. A flashing Off message is displayed over the electric eye status to remind the operator that the eyes are disabled.

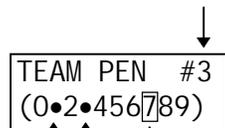
After the arena is cleared for the next team, press the EYES ON button to re-enable the electric eyes.

(Note: The electric eyes only start the timer, they *will not stop* the timer).

Cattle Number Selection

By default, the timer automatically generates random cattle numbers. The Status Display shows the cattle number assigned to the current team and the cattle number to be assigned to the next team.

Current Team's Cattle Number



Used #'s

Next Team's Cattle Number

Each time the timer is started, the "next" cattle number is assigned to the current team, and a new cattle number is selected for the next team.

If a scoreboard is connected, the team's cattle number is automatically displayed when the timer starts. The cattle number remains on the scoreboard for 15 seconds, after which, the running time is displayed. See *Cattle Number Settings*, below for more options.

Forcing a New Cattle Number

If the cattle number for the next team is unacceptable (less than 30 cattle, etc.), force a new selection:

- 1) Press the CATTLE NUM button.
- 2) Press "0" (as prompted) to reject the current number and force the timer to pick a new number.

Forcing a New Set of 10 Numbers

- 1) Press the CATTLE NUM button.
- 2) Press "1" (as prompted) to force selection of a new set of 10 numbers and a new cattle number.

Cattle Number Settings

The POLARIS timer provides several options for controlling the generation of cattle numbers:

When to Display the Cattle Number

- When the timer starts (Display w/Start) or...
- When the number is entered or accepted via the CATTLE NUM key (Display w/Input).

How the Cattle Number is Obtained

- Timer automatically generates the cattle number (Auto Cattle#) or...
- Cattle number manually entered by pressing the CATTLE NUM button (Manual Cattle#).

How Long the Cattle# Stays on Scoreboard

(Display for 5, 10, 15, or 30 seconds).

To change one of these options:

- 1) Press SETUP to access setup features.
- 2) Press NEXT CHOICE until Setup Cattle# is displayed.
- 3) Press ENTER to display the cattle number menu.
- 4) Press NEXT CHOICE until the desired option (the items shown in parenthesis) is displayed.
- 5) Press ENTER to activate the displayed choice.